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RECREATION

PARTY GAMES

★ Clubs
Schools
Churches ★

VIOLET ROBERTS MOORE

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PARTY GAMES

★ Clubs
Schools
Churches ★

THE BETHANY PRESS ★ ST. LOUIS

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To my husband
Albert C. Moore

for his constant encouragement and loyal companionship, this book is affectionately dedicated

Preface

This book is offered in response to the many inquiries received from recreation leaders who stressed the need for a collection of planned parties suitable for both church and school groups. It is my fervent hope that it will be useful in meeting this need, for I sincerely believe that stimulating and worthwhile entertainment can be a powerful aid in creating good fellowship among young people.

It is with great meekness that I express thanks to all those who have so generously assisted in making this book a reality. I feel especially indebted to Lawrence P. Fitzgerald who first suggested to me that these parties be compiled into some permanent form. It was also my good fortune to have the benefit of his patient editorial guidance for many years. I am grateful to Berthold Jacksteit for similar help after he took over on *The Baptist Leader.*

To Benjamin P. Browne, executive director of The Board of Education and Publication of the American Baptist Convention at Philadelphia, Pennsylvania, I express deep appreciation for permission to use parties in this collection which previously were published in *The Baptist Leader* and *The High Call.* To Vera Bethel and Helen Hull and *The Light and Life Press* of Winona Lake, Indiana, who granted book publication of "Fun on Ice," "Summer Hayride," and "Back-to-School Party" from the pages of *Teen Time.* To Patricia Collier of the Dole-Hawaiian Pineapple Company whose booklet, *How You Can Give Hawaiian Parties,* furnished inspiration for "Hawaiian Hoo-

laulea." To Darrell K. Wolfe, director of The Bethany Press, and to Mrs. Dorothy K. Eicks for her invaluable assistance in the final preparation of the manuscript.

Special thanks are affectionately given to my husband whose optimism and faith have been the sustaining forces in my writing career. To my parents, Jesse and Edna Roberts, who taught me the merit of fun and play; whose enthusiasm for games was infectious.

VIOLET ROBERTS MOORE

Ingleside, Texas
March, 1961

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★To the Hostess

Your key to giving a successful party is careful preliminary planning. Your ingredients for such a party include congenial guests, an original theme, clever decorations, interesting activities, and plenty of food. Provide at least one special treat—new people to meet, a new food to taste, or a new game to play.

Simplify your planning by making lists of people to invite, the menu, the food to buy, the household jobs to do, prizes to buy, and table appointments and decorations to make. Cross off each item as it is completed. Use a last-minute list to eliminate slip-ups. Organization is half the battle.

Greet each arrival at the door with a friendly, glad-to-see-you smile. Have a prearranged place for him to place his wrap. At departure time again give him your individual attention, letting him know you are sorry he must leave but happy he could come.

Sometime during the evening, get in a little personal conversation with each guest. Do not apologize for anything concerning the party, your family, or your home. Do not make disparaging remarks about yourself or your possessions.

Once the party gets under way, try to relax. If you have a good time, you will increase the chances of your guests having a good time also. Keep an alert eye on the way things are going, but don't worry if you must digress from your original plans now and then. If an accident happens—someone spills a glass of water or breaks a vase—give the "victim" a reassuring smile and try to minimize the damage. Regardless of what happens,

do not act embarrassed.

Be alert for the shy guest and make a special effort to include him in party activities. Give him a job. Ask him to pass out game supplies or help with the refreshments.

Remember that parties are the most fun for you and the guests when they are gay and informal, built around a clever idea or theme, when everyone participates, and friendliness prevails.

Invitations

One of the first steps toward a successful social gathering is the selection of an invitation. Make this original and let it point up the party theme.

Indicate on the invitation whether the party is for a special occasion and whether there is to be a guest of honor. If you use a rhymed message which excludes this information, add it as a note at the bottom of the invitation.

Specify the hour the guest is expected to arrive. If the party is limited to a definite time, give the departure hour as well. Include the address where the party is to be held and, unless there's a special reason for not doing so, sign your name as the hostess.

Do not trust to luck for your invitation replies. Ask for a reply.

Do not invite guests so far in advance that they can not gracefully decline if they wish to. For most occasions, send invitations ten days to two weeks in advance.

When the guest list includes 75 or more names, make a stencil of the invitation and use a duplicating machine for reproducing it in quantity. Or, if the party budget permits, have these printed at a commercial print shop.

Decorations

Augment decoration props with wall hangings of cardboard cutouts, magazine illustrations, and similar objects which emphasize the party's theme.

When fresh flowers are not available, consider using artificial

ones. Give these paper flowers added appeal by borrowing arrangement tricks from professional florists. Instead of taking a few flowers of varied colors and pushing the stems into a vase, use three flowers of the same color. Cut stems so there is at least two inches' variation in the height of each. For example, cut the tallest flower ten inches, the middle flower eight inches, and the shortest one six inches. Arrange them in a narrow holder to form a triangle. Try your hand at making a round arrangement; a square one; even an oblong one. You can do much to give artificial flowers added beauty.

Games and Activities

Since all guests do not arrive at the same time, provide some activity for those who come early.

Keep the party moving. While interest in a game is still high, stop that game and start another. Do not make the mistake of running a game until interest in it starts to wane. Try to make a smooth transition from one game to another. By avoiding abruptness, you will not give your guests the feeling of being pushed around.

Explain the rules of a game thoroughly so that each player understands what he is expected to do.

For variety, alternate active and quiet games. Save your best game to be played just before refreshments.

Choose inexpensive prizes which are either especially appropriate for a particular game or give it a humorous finale.

Refreshments

Choose refreshments according to the season of the year, the theme of the party, and the amount of money to be spent. Keep in mind eye appeal as well as taste appeal. Combine several pleasing colors when possible. Use a sprig of parsley to give a "lift" to pale foods. Include ripe and green olives and carrot curls to make a tray of relishes look pretty. Achieve contrast through both texture and temperature.

Do not feel limited to exotic or expensive refreshments. Choose

simple foods and prepare and serve them tastefully.

Picnics—Instead of trying to do all the work yourself, delegate chores to able helpers whether the food is prepared before the picnic or at the site. You may wish to have a campfire for atmosphere, and warm the food just before serving time.

Banquet—Allow ample room at the table for each place setting. Pour glasses and cups only three-fourths full to prevent spilling. Do all placing and removing from the left, except for beverages. Place these at the right of the cover.

Set table according to family style. Place silver one inch from edge of table and arrange in order of use, working from the outside toward the plate. Lay the fork at the left and the knife at the right with the sharp edge toward the plate. Place the napkin at the left and the tumbler at the tip of the knife.

Buffet—When the dining room isn't large enough to comfortably accommodate all the guests, serve refreshments buffet style. Provide trays when guests number more than twenty-four. Also, set up tables for the men who often dislike to juggle trays on their knees.

Arrange the food on the table so that a guest accumulates it in logical sequence, beginning with a plate and ending with a napkin, the silver, and a water glass or cup just before being served the beverage.

If you are uncertain about a recipe you plan to serve, practice-cook it until you have all the steps in mind.

Follow the standard pattern for a suitable buffet menu by choosing foods which can be eaten with a fork or spoon and do not require the use of a knite. To simplify serving, butter rolls in the kitchen. Have plenty of coffee and serve it hot. Provide hot or cold tea or hot chocolate as an alternate drink.

Centerpiece

The centerpiece is the focal point of your table appointments. It can be as simple as an interesting ceramic object or as expensive as a rare silver epergne. Combine your imagination with available materials.

When you use a bowl of flowers or fruit, make it harmonize in color with the setting. Make it as striking or dramatic as possible, but keep it low enough not to interfere with the eye level of the guests. Do not expect anyone to enjoy talking through a screen of greenery.

Outdoor Cooking

Arrange for the picnic spot in advance. Obtain permission from the owner. Be careful to abide by your promises to him. Preferably, the site should be grass covered with a minimum of rocks and gravel. If a fire is to be built, clean off a circle not less than six feet in diameter, removing all dead wood, grass, and other debris. Unless a spring, creek, or water supply is close by, take a ten-gallon container of water to the picnic grounds for controlling the fire if it spreads and for drenching the coals after the picnic is over. Also carry a spade for covering the dead coals and ashes. Every precaution must be taken to prevent fires and to protect property. Select a campfire site on open ground; never under a tree. Keep the fire small enough to manage easily. Never leave the fire unattended, even for a few minutes.

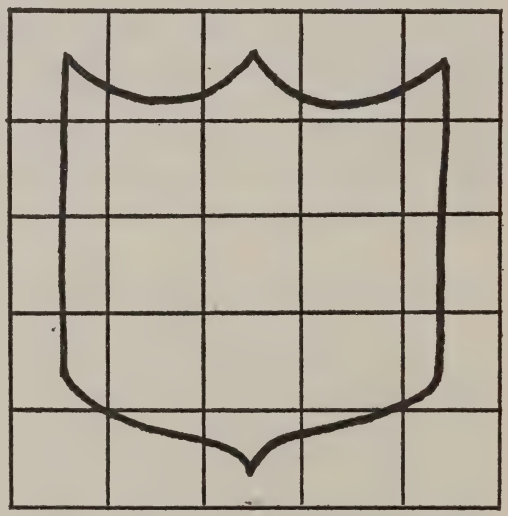
★A Royal Reception

Give the New Year a royal reception!

Almost everyone, at one time or another, has wished to be a king or queen, a prince or princess, a duke or duchess. This party provides an opportunity to fulfill such ambitions.

Ask each guest to wear something to identify him with his chosen branch of royalty.

INVITATIONS



Cut invitations from folders of stiff paper using shield silhouettes as a pattern. If you use ¾-inch squares in making your pattern, the finished shield will measure 3 x 3⅜ inches. Decorate the cover with your family's *imaginary* coat-of-arms, and on the inside sheet write this message:

> Come to our PALACE Friday night at 8 o'clock to help give the New Year a ROYAL Reception.
>
> Name _____ Address _____

Decorations

Props symbolic of royalty are appropriate for decorations. Cut pictures of queens and kings from school magazines. Use large paper crowns and an oversized coat-of-arms (matching the invitation) on the wall. If time and supplies will permit, a throne may be erected.

Games

Icebreaker—Help strangers get acquainted. Write titles of royalty on slips of paper and pin these to the guests' backs. Be careful to use matching names. For example, if you pin "duchess" on a girl, then pin "duke" on a boy.

The guest does not know his identity and tries to learn it by asking questions of the other players. As soon as a boy and girl learn they are a matching pair, they take seats and wait until all players are matched. A hostess seldom finds strangers in the crowd by the time all pairs are completed.

Suitable names are earl/countess; marquis/marchioness; king/queen; emperor/empress; baron/baroness; prince/princess; and viscount/viscountess.

The Divided Kingdom—Draw large maps of two imaginary kingdoms (the Isle of Catena and the Isle of Tamerlane) on lightweight cardboard, choosing a different color for each territory. Use a ruler and pencil to divide the kingdoms into an equal number of parts. Cut the pieces apart and hide them about the room before the party begins.

Divide players into two teams designating one as the Queen's Regiment of the Isle of Catena; the other as the King's Regiment of the Isle of Tamerlane. The teams then search for the pieces to their kingdoms. The team which finds all its pieces and assembles its divided kingdom into a united kingdom in the least time is the winner.

The Queen's English—Prepare a game sheet for every two players. Draw a large square on the paper and divide this into twenty-five smaller squares. Couples matched in the icebreaker are partners for this game.

Each couple receives twenty-five pieces of alphabet macaroni. Set a time limit. Award prizes to the couple who spells out the most five-letter words, either across or down. Diagonal words and those having less than five letters do not count. A completed sheet may look like this:

STONE
CAROL
ARDOD
REESE
ESRER

Prince Albert's Coat—Almost everyone has seen a picture of the long frock coat known as a "Prince Albert." It would be difficult to find customers for these coats today because they would be tagged, "old-fashioned." Guests are asked to imagine, however, that they inadvertently become the owners of a large stock of these coats. Their job is to sell them.

Supply couples with copies of magazines, sheets of paper, scissors, pencils, and paste. The boy and girl who make up the cleverest advertisement to sell a Prince Albert is the winner.

All wording and illustrations used in the advertisement must be cut from the magazines and pasted on the paper. Handwriting is not allowed.

A quick survey of one magazine produced such useful comments as: "Look at the *extra* food space"; "Grandpa loved his like a brother"; and "So much for so little."

His Majesty's Tale—The following story is mimeographed on sheets of paper which are distributed to couples for completion. The blanks in the narrative are to be filled with words which pertain to royalty. The hostess may lengthen the story if she wishes. This is a sample:

Jim (1) _____, a (2) _____ of a fellow, owned the longest (3) _____ in the entire (4) _____ of Douvier.

But Jim saw nothing unusual about his (3) _____ even though it was eight feet long and the envy of every boy he knew. Most boys would have taken it to school to show around,

but not Jim. He stood it in the corner of his room, and sprawled on his bed to read (5) "_____ Lear."

Then one day Jim had a toothache. "I must go to the dentist," he said to himself, so he got up and walked out of the house, across the tennis (6) _____, and on to town. As soon as he was in the chair, the dentist exclaimed, "Ah, I shall have to put a (7) _____ on this one." (etc.)

(1. Knight, 2. prince, 3. ruler, 4. kingdom, 5. king, 6. court, 7. crown.)

"Every Inch a King"—This familiar expression can be easily adapted to the party's theme. Prepare two strips of white paper, one inch wide and half as long in inches as there are guests. For example, if there are twenty guests, each paper strip will be ten inches long. Mark off the inch divisions.

The paper strips are placed with pencils on a table at one end of the room. After players are divided into two relay teams, the first player of each team walks backward from the starting line to the table, turns and writes the word, "King," in the first space. He then turns and walks backward to the starting line. The second player in his team repeats the performance, as do the others until everyone has a turn. The team to finish first wins.

The Silent Princess—Refresh the guests' memories of the fairy story concerning the beautiful princess who agreed to remain silent for seven years in order to save her twelve brothers from a terrible fate.

Set an alarm clock for seven minutes to represent the seven years. Choose a girl to impersonate the princess. If a throne is part of the decorations, place her on it and paste a gold star on her forehead (as in the fairy story). The remaining players attempt to make the princess speak during the seven-minute period. She can shake or nod her head, but she cannot speak.

When the alarm sounds, the silent princess speaks at last. She invites everyone into the palace dining room for refreshments.

Refreshments

Serve generous slices of white cake topped with chocolate fluff frosting. With this serve glasses of chilled appleade made by combining lemon juice with bottled apple juice, garnished with maraschino cherries.

Use a doll's high chair decorated with white crepe paper ruffling for the centerpiece throne. A doll, dressed like a queen in a long white gown, is seated on the throne. On her head she wears a cardboard crown covered with gold foil and decorated with numerals for the current year.

Extend gold satin ribbon streamers from the chair legs to the four corners of the table and anchor the streamers with pins and large white satin bows.

For favors get tiny kewpie dolls from the five-and-ten-cent store and dress them like kings and queens. Use cloth scraps or crepe paper to make the clothes. Cut small crowns from paper, spread with glue, and sprinkle with gold dust or sequins. These are take-home souvenirs.

Devotions

Subject: "Let Us Crown Him King"

Text: "Here is your King!" (John 19:14)

Ask three people to prepare brief talks on the following subjects:

"Christ the King of our Minds"

"Christ the King of our Lips"

"Christ the King of our Hearts"

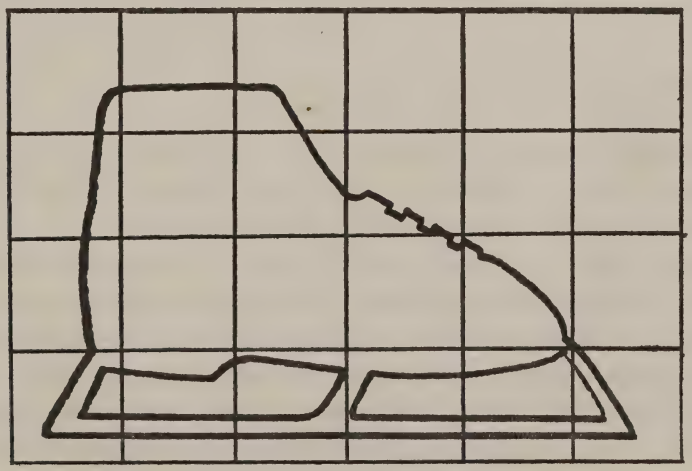
Conclude with the song, "Crown Him with Many Crowns."

★Fun on Ice

Combine a warm, cheery fire at the edge of the pond, frosty stars, and laughing boys and girls, and you have the ingredients for the gayest ice-skating party of the season.

For this party *the more* guests, *the merrier*. Naturally, there will be some who will want to decline your invitation because of weak ankles, but insist that they come anyway. They'll have a good time if you make them the official fire tenders. Be sure, though, that there is plenty of dry wood on hand for them to use. They can also keep the teapot boiling for the skaters who stop by to warm up a bit. Take along a phonograph and don't be surprised if the fire is the most popular spot on the pond.

To get the correct measurements for the ice skate, use one-inch squares.



Invitations

Part of the fun of giving a party is in sending invitations. Invitations put everyone in a party mood and set the theme for the evening. From medium-weight paper cut ice skate silhouettes 5¼ x 3½ inches. Print this message, or one of your own making, across the shoe:

You may not spread eagles
With the greatest of ease,
But the party we've planned
Has no judges to please;
It's only for fun that
We're getting together,
So be a good skate and
Don't mind the cold weather!

Time _____ Date _____ Place _____

Refreshments

If the gang wants to cook refreshments over a campfire beside the pond, serve pig potatoes, "angels on horseback," toasted marshmallows, apples, and mugs of hot tea.

Paper plates may be used for the food, but the tea will taste better if served from crockery cups or mugs. A folding table covered with checked oilcloth will be easy to carry to the pond and will provide ample space for serving. Thumb tacks will hold the cloth in place, even in a wind.

A bonfire is fine for warming cold fingers and toes, but a crisscross fire is the quickest way to get a bed of coals for frying, broiling, toasting, and simmering. Stand a bunch of dry grass in a tripod some six inches high. Around this build a wigwam of small sticks. At the base of the wigwam and on opposite sides place two hardwood sticks some 16 inches long and three inches thick. On this foundation lay a log cabin of 16-inch sticks around the wigwam, finally laying sticks crisscross over the top. The wood should be stacked as high as it is wide. As the wood burns, it falls into a bed of coals between the two foundation sticks,

which may be rolled toward the center to form supports for frying pans and buckets for heating tea water.

Pig potatoes—Prepare the potatoes before leaving home. In salted water boil medium-sized potatoes with skins on until tender. Cool. Use a corer and remove enough potato from the center to make room for a small cooked sausage. At serving time, brush the outside with butter and place on a shallow pan beside the coals to warm.

Angels on Horseback—For each serving have two one-inch cubes of cheese, two strips of partly cooked bacon, a toasted roll, and a leaf of lettuce. The cheese may be cut into cubes and the bacon partly cooked at home. Provide the guests with green sticks (select a sweet wood) sharpened to a point at one end. When ready to cook, wrap a slice of bacon around a cube of cheese and fasten securely with a toothpick. Thrust the pointed end of the stick through two of the Angels. Toast over the coals until the cheese begins to melt and the bacon is crisp. Put them between the halves of a toasted and buttered roll. Some of the guests may want to add a leaf of lettuce.

You may prefer to make the evening's entertainment a double-feature affair with fun on the ice first, then an after-skating kitchen party at your house afterwards. It will take very little preliminary preparation. After everyone arrives, some of the guests can help with the food.

Keep your menu simple, but have plenty of whatever you plan to serve. Bowls of steaming-hot condensed tomato soup with toasted cheese buns and frankfurter garnish, stuffed dill pickle slices, and crisp potato chips are satisfying. If you want a dessert, have hot crumb gingerbread, apple sauce, and mugs of hot chocolate.

The stuffed dill pickle slices are made by cutting a thin slice from stem end of pickle. Remove center with apple corer, and stuff with deviled ham. Chill for at least four hours in the refrigerator. Then cut into pretty diagonal slices and serve. These are a tasty accompaniment for the soup.

A few not-too-active games (following refreshments) which emphasize the skating theme will help to bring the evening of fun to a satisfactory close.

Easy on the Ice—Furnish players with pencils and papers on which you have written this list of "ice" words. The player who finishes the most words correctly in the shortest time is the winner. To keep the game from dragging, set a time limit.

1. _ I C E: especially liked by cats.
2. _ _ _ I C E: often given but not always wanted.
3. _ _ I C E: food flavoring.
4. _ _ _ I C E: cleaning abrasive.
5. _ I C E: popular at weddings.
6. _ I C E: evil.
7. _ _ I C E: only a portion.

(1. mice, 2. advice, 3. spice, 4. pumice, 5. rice, 6. vice, 7. slice.)

Alphabet Shorthand—Have you ever considered how many words have the same sound of one, or more, letters of the alphabet, as Elsie (LC), tepee (TP); eighty (AT); easy (EZ); and many more? Seat the players in a circle and name one as the starter. Each player in turn must give a word of alphabet shorthand or be eliminated from the game. The last person remaining is the winner.

Bunny Hop—Seven players are chosen to represent the two groups. Each contestant hops to the opposite side of the room to a large white placard. The first writes the letter "S," the second "K" and so on until *skating* is completed. The side finishing first wins.

★Calendar Party

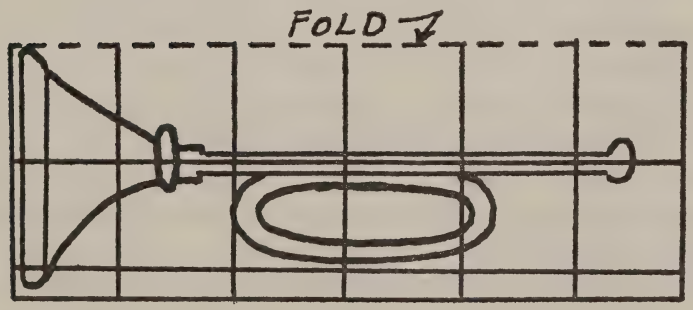
The first party of the new year should be extra special, and this can be achieved by making each guest the honor guest of the evening. A calendar party provides an opportunity for guests to wear costumes symbolic of the months of their birth.

The January-born may come as a snowman while the June-born may find nothing as seasonal as the cap and gown and mortarboard of the June graduate. There should be prizes for the best-costumed boy and girl, as determined by popular vote.

INVITATIONS

Use a horn design on the invitation folder. Write this message on the inside sheet:

This is your chance
To blow your own horn
While advertising
The month you were born.



A pattern using one-inch squares will give an invitation 5½ x 2¼ inches.

So come in a costume
Of the month of your birth,
For our Calendar Party
With wholesome good mirth!

Include your name and address and the date and time of the party.

Decorations

With twelve months to choose from you should have an abundance of decorating ideas. Try to include something for each month of the year, and make all the displays as attractive as possible.

Perhaps these suggestions will help you.

January—large cotton-covered snowman; February—giant-sized Valentine heart; March—shamrocks; April—spring flowers; May—queen of the May; June—college graduate; July—firecrackers; August—picnic theme; September—back-to-school; October—Halloween; November—Puritans; December—Santa Claus.

Games

Birthday Presents—This is a pencil-and-paper game.

These characters owe their claim to fame in part, at least, to something they ate. If you should make each a birthday present of that item, what would it be?

1. Little Black Sambo
2. Little Jack Horner
3. Goldilocks
4. Popeye
5. Jack Spratt
6. Little Miss Muffet
7. Snow White
8. Peter, Peter

(1. pancakes, 2. Christmas pie, 3. Baby Bear's porridge, 4. spinach, 5. lean meat, 6. curds and whey, 7. a poisoned apple, 8. pumpkin.)

Daze of the Month—For this relay game, divide players into two teams. Prepare identical calendar sheets for January, omitting the numbers.

Cut the numbers from an old calendar and place in a box on a table beneath the calendar which has been thumbtacked

to the wall. Also provide a small roll of transparent tape for each team. Players take turns going to the box, selecting a number without looking, and taping it in its proper space on the calendar sheet.

The team to finish first with the fewest errors wins.

This isn't as easy as it first seems, for the person having the number 10, for example, may have some difficulty in finding the tenth space unless he counts for it—and that takes time.

One Day at a Time—Two players sit on the floor, facing each other. Each places an empty paper plate on the top of his head. Then while everyone watches—and cheers—the player tries to lift 31 beans (one for each day of the month) from a bowl and drop them into the plate. If he fails to drop the bean in the plate, or if the plate falls from his head, he must start over. He can use only his left hand, and he must not touch the plate.

Monthly Moments—Divide players into pairs and give each couple a magazine, scissors, paste, and a sheet of paper 8½ by 11 inches in size. Players are asked to make up a slogan for any month of the year, then to cut appropriate pictures from the magazine to illustrate it.

Prizes go to the two best slogans and pictures.

Day, Month, and Year—End the game period with this lively Quiz Bee.

Divide players into three teams who line up in rows, single file, facing the hostess who acts as Quiz Master.

When the hostess calls out, "George Washington's birthday," for example, Row No. 1 answers, "Twenty-second" for *day;* Row No. 2 answers, "February" for *month;* and Row No. 3 answers, "1732" for *year.* Any player who is unable to answer, or who answers incorrectly, is dropped from the game. The team which stands longest wins.

The hostess should choose only those events which are generally known. The order of answering should be changed from time to time to enable each row to answer in all three categories.

Refreshments

Serve chopped-chicken sandwiches on whole-wheat bread, potato chips, ripe olives, pink party roll, and hot tea.

To make the roll, bake a jelly roll in the regular manner, spread with pineapple preserves and frost with powdered sugar icing tinted a pastel pink with a drop or two of food coloring. Cut into one-inch slices to serve.

Centerpiece—The centerpiece is a Calendar Tree which you make yourself. Select a well-branched tree limb and pot in a jar of sand. Cover the jar with crepe paper to match the color scheme. To the limb branches tie objects symbolic of all the months: a glass pumpkin for October, a paper turkey for November, etc. There should be an object for each guest.

Before placing the objects on the tree give each one a number. Then at each place setting, beneath a nut cup, put a small envelope bearing a number on the front. Inside the envelope place a prediction of events to come. If guest No. 2 gets the heart-shaped pincushion, the prediction might read, "Don't lose your heart to the first pinhead you meet." Similar predictions are written for other guests. Following refreshments the favors are drawn from the Calendar Tree and the predictions are read aloud.

Place Card—Learn the birth months of the guests and decorate nut cups accordingly. Attach a name card to the cup handle with transparent tape to make combination place cards and favors.

Devotions

Subject: "On the Threshold of a New Year"

Use a Bible concordance to find a verse for each guest which contains the words, "year" or "day," or in some way refers to time or the future. Copy these on separate sheets of paper and distribute just before the devotional period. Guests take turns reading the verses aloud. Suitable verses, by way of example, are Psalm 90:9; Deuteronomy 33:25; James 4:14; Revelation 21:5; and Matthew 28:20.

Conclude the evening's events with a song and prayer.

★A BIG Party

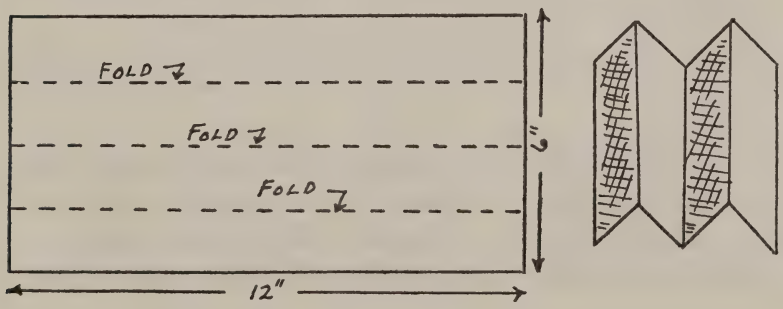
Of course, this is going to be a *big* year for you and everyone. *Big* things are going to happen. You've made *big* plans for the next twelve months, so why not have a BIG party to get the year under way? Exaggeration is the theme, and you should have fun planning for it.

Invitations

On a sheet of white paper six inches wide and twelve inches long write this message in large, bold letters:

We're planning a party,
A very B-I-G party,
The biggest B-I-G party
You'll ever attend!

Include your address and the party date and the time at the bottom of the sheet. Fold the paper three times, accordion fashion, into four sections and place in an envelope for mailing.



Decorations

Use any exaggerated articles you are able to find. Often these can be found in a novelty shop which specializes in stunt and trick items. Others are available at the five-and-ten-cent stores. A quick survey of three shops uncovered these suggestions: an 18-inch lead pencil, a jumbo-sized balloon, a writing tablet four inches thick, a pair of unusually long shears used by newspaper offices in the rewrite department, a triple-sized rubber glove, a big rubber ball, and large hoop-style earrings.

This can be made into a partial costume party by asking each guest to wear one garment too large for him.

Tall cutout letters which spell out familiar expressions in which the word "big" is included would be effective hanging by long threads from the ceiling. There are many expressions: Big Ben, Big Bend State (Tenn.), Big Bertha, Big Dipper, Big Stick, and Big Top (circus).

As each guest arrives take his waist measurement, and keep this information for a future stunt.

Games

Mister BIG and Miss BIG—This trick is all in fun. From the list of measurements taken as the guests came in, determine which boy and which girl have the smallest waists. This gives the stunt a surprise twist. In an appropriate crowning ceremony these two guests are honored as "Mister BIG" and "Miss BIG," and wear their crowns throughout the remainder of the evening.

To make a crown, cut a strip of medium-weight cardboard about 24 inches long and four inches wide. Along one side cut out the crown points. Wrap the cardboard with aluminum foil. Fit to the head and overlap surplus at the back. Secure with a pin.

The BIG Stick Pick-Up—President Theodore Roosevelt made the expression, "big stick," famous. See which players can make themselves famous with a real stick—a BIG one, of course!

Select a big stick which has a blunt tip. Place a lady's hand-

kerchief flat on the floor before the contestant. Give him the stick and instruct him to lift the handkerchief into the air using only the stick and one hand. If the handkerchief falls to the floor when lifted, the player is disqualified. A time limit of one minute is set for each player. If he fails to raise the handkerchief within that time, he loses his turn and the big stick is passed to the next player.

Which is BIGGER?—This pencil-and-paper game refers to size. Make the list as long as you wish.

1. Dime or a penny
2. EE or AAAA in shoe sizes
3. Pica or elite type
4. Macaroni or vermicelli
5. Sonnet or quatrain
6. Division or Brigade
7. Ounce or dram
8. Furlong or league
9. $\frac{3}{8}$ or $\frac{4}{16}$
10. California or Montana

(1. penny, 2. EE, 3. pica, 4. macaroni, 5. sonnet, 6. division, 7. ounce, 8. league, 9. $\frac{3}{8}$, 10. California.)

The "Big Dipper" Dripper—Play this relay game with two groups. Arrange two big dippers on a table. Beside the dippers place two containers, each holding an equal amount of water. (This is important.) Give the first player in each group an eyedropper and instruct him to lift as much water from the container with the dropper as he can and put it in the dipper. Each player in turn does likewise. The first group to transfer the water from container to dipper wins.

Matching Partners—Use the "Big Top" as your theme for matching partners. Cut out or draw circus animals, one for every two guests. Cut each animal into two parts and distribute. The boy and girl holding matching pieces are partners for the next game.

Think BIG—At a given signal a couple is asked to name words related to a certain category. A time limit of 30 seconds is set. The boy and girl answer alternately, and each correct answer counts five points. The couple with the highest score when the game ends is the winner. Small prizes are awarded.

Sample categories—

1. Colors
2. Girls' names beginning with letter "T"
3. Opposites. Here the girl gives one word and the boy names a word with an opposite meaning.
4. Song titles containing the word, "Blue"
5. Counting by two's

Not BIG Enough—Players are asked to complete these words. In their present form, they aren't BIG enough. The blanks are to be filled with the correct letters.

1. BIG _ _ _: matrimonial mix-up
2. BIG _ _: a loop in a rope
3. BIG _ _: a biased person
4. BIG _ _ _ _: wild sheep
5. BIG _ _ _: person of authority (slang)

(1. BIGamy, 2. BIGht, 3. BIGot, 4. BIGhorn, 5. BIGwig.)

The BIG Story—Give the players five minutes to think up a BIG story. Explain that the story should be brief, yet still have a point. This is a variation of tall tales. Everyone has heard them.

Players take turns telling stories, after which a vote is taken to determine the best BIG-storyteller.

The BIGGEST Treasure—Give each couple (determined from matching partners) a magazine and scissors. Announce that guests are going on a treasure hunt. They are told to look through the magazine and clip the pictures of eight objects, each of which must begin with one of the letters in T-R-E-A-S-U-R-E. The first couple to complete the hunt wins, and the boy and girl receive the "biggest treasure" which turns out to be the prize.

Refreshments

Serve oversized doughnuts, big red apples, four-layer sandwiches, and big mugs of hot cocoa. Use your favorite recipe for the doughnuts, but cut them out with a No. 3 fruit can

instead of the conventional doughnut cutter. A thimble will cut out the center hole. Lift carefully with a spatula into the hot fat. Cook only one doughnut at a time.

Place Cards—Make exaggerated figures from colored paper and pipe cleaners. Make extra long legs on some of the figures, extra long arms on others, a long neck, a big head, etc. These are given the guests after refreshments as party favors.

Centerpiece—The available materials and your own imagination will guide your selection of a centerpiece. Just remember that exaggeration is the party theme, so do the best you can to emphasize this motif. One clever trick is to furnish large-sized paper bibs for the guests to wear while eating. These are cut from heavy paper with strings attached for tying around the neck. Use pinking shears to give the bibs a scalloped border.

DEVOTIONS

Subject: "Looking Ahead"

Text Philippians 3:14, "I press on toward the goal for the prize of the upward call of God in Christ Jesus."

Talk: "The Challenge of the New Year."

Song: "Lead On, O King Eternal."

Benediction: "The grace of the Lord Jesus Christ, and the love of God, and the fellowship of the Holy Spirit be with you all. Amen."

★ Beaus and Arrows

For your St. Valentine's day party let romance dictate the theme.

Invitations

Girls send invitations to the boys, choosing names from a list made up by the hostess. These are white folders with the cover decorated to resemble an addressed envelope. Tiny red hearts are glued in place for postage. A few lines make the stamp cancellation. Use a boy's name and addess.

On the inside sheet write this message:

I shot an arrow into the air
And Cupid says it landed there,
So Tuesday night it is a date,
I'll call for you at a quarter of eight.

The girl does not sign her name, or indicate in any way who the sender is. Since girls are furnishing transportation, two or three couples may ride together to the party.

Decorations

Decorating for a party on February 14 is fun. Use hearts: big, small, and medium-sized; frilly hearts and plain hearts. Cover the place with them. Use colors besides red, if you wish. Flameproof crepe paper streamers will help carry out the color scheme.

For those nibblers who can't wait for refreshments, put out bowls of candy hearts, preferably the old-fashioned kind with the quaint, sentimental printed messages.

Games

Icebreaker—Cut hearts from red paper. Cut each heart in two parts, following a zigzag line to make each heart different. One part of the heart is given to a girl when she arrives; the matching piece to a boy, with instructions to find mates while waiting for late arrivals. This gives guests a chance to mix and talk during those awkward moments of a party before the games are started. It also gives strangers at the party an opportunity to get acquainted, which is very necessary if they are to have a good time.

Heart-to-Heart—The couples who have been paired by the broken-heart icebreaker play this first game together.

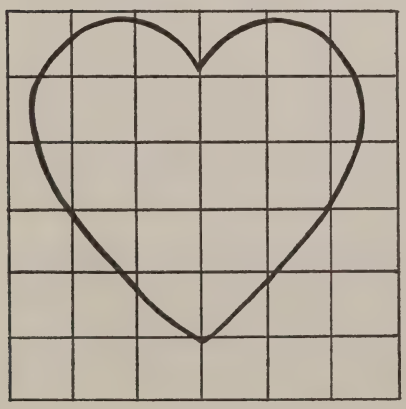
Give every pair a sheet of paper on which is written a list of "heart" questions. Make the list any length you wish, but ten or twelve items are sufficient unless you set a time limit. No game should be allowed to run too long, no matter how much fun the guests seem to be having.

Players are told that correct answers to the questions contain the word "heart" although it may be spelled in a different way.

Here are sample questions:

1. What "heart" wrote mystery stories?
2. What "heart" is warm in winter?
3. What "heart" is sad?
4. What "heart" is cruel?
5. What "heart" is a deer?

(1. Mary Roberts Rhinehart, 2. hearth, 3. heartsick, 4. heartless, 5. hart.)



The hearts can be made in various sizes by varying the size of the squares

Love Letters—Give each player a list of four words with instructions to use them in writing a love letter to his sweetheart. The strange thing about the words will be that they are all spelled with the same letters, just arranged differently, as "poster" and "presto."

After the letters are written, they are read aloud and a prize is given to the best "pen pal."

Sample word groups are: strainer, restrain, terrains, and trainers; mates, tames, steam, teams; bared, beard, bread, and debar. If you have difficulty in finding enough word groups which are spelled with the same letters, then make lists using any four words which you think would make a humorous combination for a love letter.

Follow Me—This is an oral quiz in which one person begins by saying something like, "A tree has a trunk, but not any ribs." The second player then takes the word, "ribs," and continues thus, "An umbrella has ribs but no head." A third player says, "A match has a head but no comb," while a fourth player would continue with, "A rooster has a comb, but no hair." Each time the "missing part" must be continued by the next player.

Beau Brummel—Two players, a boy and a girl, compete at one time. Both are blindfolded and placed on opposite sides of a large table which has been cleared of all objects. The purpose of the game is for the girl to catch "her man" while moving around the table. Of course, he will be moving at the same time, trying, he hopes, to escape her. Any time she calls out, "Beau Brummel, Beau Brummel, speak out where you are," he must reply, "Here." She will be able to judge from the sound of his voice whether she is near him. Set a time limit, and if the girl doesn't catch her man within that time, she is dubbed a poor "man hunter."

Proposals—This game, also, gives the girls the advantage. A girl selects her victim, kneels before him and proposes. If the boy laughs, or so much as grins, at her efforts, he must change places with her and propose to her. This is all in fun, but it will give laughs to everyone who is a spectator.

Love Songs—Play five or six love songs on the record player for identification. Such selections as "Be Still, My Heart," "My Heart Belongs to Daddy," and "Indian Love Call" would be suitable. A record would make a nice prize for the winner. After the records are played, the group may wish to do some singing on its own.

Refreshments

Since the way to every man's heart is well known, invite the guests into the dining room for refreshments.

Serve blonde brownies, sweetheart salad, potato chips, and pink punch.

The salad is a gelatin mix cut with a heart-shaped mold. The punch is ginger ale colored pink with food coloring. The brownies are made with brown sugar, and chocolate bits instead of cocoa.

Centerpiece—Decorate a large hat box with red-and-white-striped paper. Cut a slit in the top, and inside place a valentine for each guest with a long red ribbon attached. Bring the ribbons through the slit in the lid and extend them to each place setting where they are anchored beneath a nut cup.

Decorate nut cups with crepe paper ruffles and put a cupid cutout on the pipe cleaner handle.

After refreshments, the valentines are drawn from the box and read aloud. They are taken home as party favors.

Devotions

Subject: "How to Read the Bible"

Have a round-table discussion on such topics as, "The Importance of Daily Reading," "The Use of Reference Books," "Applying What You Read to your Own Experience and to the Experience of Those You Know," "The Need to Know How the Bible Was Written," and "Bible Statistics."

Conclude with a song and prayer.

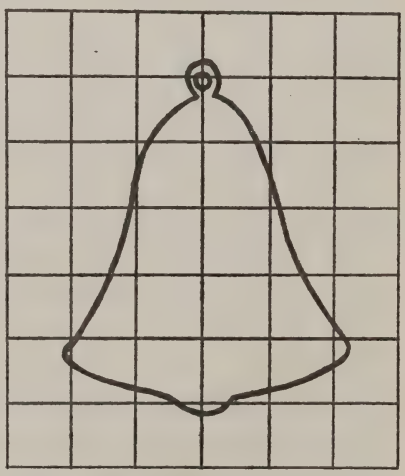
★ Pancake Party

Once observed as a religious holiday, Shrove Tuesday has become known here and abroad as Pancake Day. That is why it makes a timely theme for a February party.

As far back as 1684, *Poor Robin's Almanack* mentioned the ringing of the pancake bell, which was the starting signal for cooks throughout England to begin cooking pancakes.

Invitations

Cut folders of silver-coated paper in the shape of a bell. For a 3⅜- x 4⅛-inch bell use ¾-inch squares. Write the following message inside:



Hear the ringing of the bell,
Which we send your way
to tell
That it's time to celebrate
Pancake Day promptly at
eight.

Give your name and address and the date of the party.

Decorations

For pancake decorations cut giant-sized frying pans from lightweight black cardboard and tape them to the walls of the party room. Cut colorful advertisements from pancake advertise-

ments in the magazines. Substitute bright red or green mixing bowls for flower vases. Use a silver (pancake) bell for starting and ending the games. Cut big bells from silver paper and string on silver cord to hang from the light fixtures, over the doors, and above the mantel.

A doll can be dressed like Aunt Jemima.

Games

Matching Partners—Cut dollar-sized pancakes from brown paper and cut each cake into two irregular sections. The boy and girl holding matching pieces become partners.

Making Pancakes—The couple paired off in Matching Partners play this game together. Give each couple a sheet of paper and a pencil, with instructions to compose a pancake recipe. The couple whose recipe is judged best by popular vote is the winner.

Tossing the Pancake—Make beanbag pancakes by cutting brown cloth into circles and using gold thread to blanket-stitch the edges together. Fill bags with very small beans.

Take a large sheet of paper (several may be pasted together at the edges if a large sheet isn't available) and draw a circle in the center as large as the paper will permit. Divide the circle into four equal sections and give one section a value of 25, the second 50, the third 100, and the fourth 150. Put the circle on the floor.

A player stands six feet from the bottom of the circle. He is blindfolded, and given a spatula and a beanbag pancake. He tosses the pancake toward the circle and receives the score of the section in which his pancake lands. Of course, if the pancake lands outside the circle, his score is 0.

If the crowd is large, use additional circles so that several players may toss simultaneously.

Pancake Hats—Those flat-topped millinery creations known as pancake hats are favorites with many ladies, therefore, ask the guests to try their skill at making them. This game can be played individually or in groups.

Have on hand a large number of cardboard circles about ten inches in diameter, an assortment of short lengths of ribbon, some artificial flowers, round elastic, and all the other paraphernalia needed to decorate a hat. Then have a contest to see who can make the most attractive hat in the time allotted. Don't be surprised if a boy wins the prize.

After the hats are finished, each person wears his creation for the remainder of the party. The elastic is used to hold the hat on the head.

Pancake Lullaby—Divide players into groups of four and give each quartet the words to a familiar lullaby. The quartets sing in turn, however, they must sing while pantomiming that they are chewing pancakes.

Flat as a Pancake—This is one of those comical question-and-answer affairs when clever questions are necessary.

The person chosen to be It is told that regardless of the question asked him, he must reply, "Flat as a pancake." If he says anything else, or if he smiles, he is dropped from the game and another player takes his place. The game is continued only as long as everyone is enjoying it.

Refreshments

Serve pancakes hot off the griddle with plenty of maple syrup and melted butter and with crisp bacon and scrambled eggs. For a beverage have large mugs of cold milk or hot coffee.

For the table centerpiece use a stack of pancake flour boxes surrounded by an assortment of cooking spoons, spatulas, forks, bottles of syrup, and a butter pitcher.

Make your own pancake mix, even though it may take a little longer. You can have the ingredients sifted beforehand, ready to combine with the milk, eggs, and melted butter at the last minute. Combine all ingredients, however, just before you are ready to cook.

Sift together one cup all-purpose flour, four teaspoons baking powder, one teaspoon salt, and two tablespoons sugar. Beat two egg yolks until lemon colored and add one cup of milk and

four tablespoons of melted butter. Combine flour and egg yolk mixture and stir only until all ingredients are mixed well. Carefully fold in two egg whites which have been beaten until stiff but not dry. This recipe makes eight large pancakes.

If you do not have a griddle meter, heat griddle until a drop of water breaks into several droplets that roll apart when it touches the hot griddle. If the water hisses and goes up in steam, the griddle is too hot. Lightly grease griddle and remove excess with paper toweling. Grease on the griddle makes brown spots on the cooked cakes.

When the griddle is ready, spoon the batter onto the griddle a spoonful at a time. This is the secret of making the pretty rings on the cooked cakes which you see in the advertisements. Cook until one side is golden brown, then turn. Turn only once. Serve immediately on heated plates. If it is necessary to hold the cakes until several have been cooked, keep them warm in a slow oven on a cooky sheet. Do not stack until ready to serve.

Be prepared to serve seconds.

Devotions

Subject: "Parents and Advice"

Text: Proverbs 1:8-9

Discuss such matters as "The Value of Advice," how the experience of older people makes them qualified to give advice, the importance of discussing your problems with your parents; learning how to conduct a discussion without arguments, the necessity for seeing a parent's viewpoint as well as one's own, and examples of parental guidance found in the Bible.

Conclude with a song and benediction.

★ Leap Year Lark

Entertainment chairmen who wish to give Dan Cupid some help will find a ready-made theme if they use a leap year idea. Add to this the old tried-and-true rule of entertaining, and the guests will be asking the date of the next Fellowship party.

Remember to have enough interesting activities planned so that something is happening every minute. Alternate vigorous games with quiet ones to provide rest periods. Don't hesitate to substitute a guest's suggestion for one already planned. See that everyone is taking part in the fun.

INVITATION

Cut hearts from folded sheets of red paper, leaving them hinged at the top. Use pattern on page 30. Use ¾-inch squares to get a heart 3¾ x 3¾ inches. Draw a keyhole in center of heart with white ink and paste a white key (also cut from paper) in place.

Inside, write this message with white ink.

For boys:

Man-hunting gals have planned it all,
Don't be surprised, you'll get a call,
So as a bachelor, beware!
But, nonetheless, you should be there.

There is no reason to sign the invitation, or give a hint as to time or place.

For girls:

It's open season on your man,
That's why this Leap Year Lark is planned,
So bring a beau on (Friday) night,
And this is the one you should invite: (Jim Jones)

Include time, date, and place.

Decorations

The place where the party is held will influence the kind and number of decorations. Also, to be considered is the amount of space to be decorated and the money available for this purpose.

Crepe paper, colored balloons, and heart cutouts will give even large halls a party setting for a minimum expenditure of labor and money. Gay decorations often set the mood for the entire evening's entertainment.

If you're accustomed to using crepe paper only in tinted streamers, try something different. Instead of choosing a two-color scheme, produce a carnival effect by using all the colors of the rainbow. Repeat the crepe paper colors in the balloons and paper hearts.

Crepe paper will cover entire wall areas when this is desirable. Scalloped awnings help mark off special game booths. Edges can be cut into icicles or fringe. Your own ingenuity and that of your co-workers are assets here.

The inflated balloons hang from the ceiling on colored strings. They are fastened over doorways and windows. The hearts are used in the same way. Use plenty of them and vary the sizes and shapes of the balloons.

Party Hats—These are made from crepe paper. For each hat cut a strip of paper 16 inches (with the grain) by 22 inches. Stitch seam up the back.

Turn up a 3-inch cuff around the bottom and flute the top of the cuff. Slash top of hat down for 2½ inches to make a tassel. Gather top just below tassel. Tie with cord to hold. Decorate front of hat with paper cutouts glued in place.

Icebreaker—Sometimes it is difficult to get all the guests to take an active part in the games. This frequently happens when newcomers are not well acquainted or when young people are shy. Give special attention to these guests. Assign them to such tasks as helping conduct games or serving refreshments. See that they are introduced.

Often an icebreaker at the beginning of the party helps these guests to feel more at ease. As each girl arrives, give her a slip of paper on which the name of a famous man is written. Give each boy a paper on which the name of a famous woman is written. Matching these famous couples not only gives the guests an opportunity to get better acquainted, but carries out the party theme as well.

Sample couples: (Gabriel, Evangeline), (Anthony, Cleopatra), (Napoleon, Josephine), (Romeo, Juliet), (John Alden, Priscilla), (Dante, Beatrice), and (Ivanhoe, Rowena).

Game Bracelets—Cut hearts from red cardboard. Punch holes with a regular punch or an ice pick, and string hearts on wrist-length milliner's elastic. If you plan six games, then put six hearts on each girl's bracelet with the name of a boy on each heart.

Use care in the groupings so that a girl has a different partner for each game. Number the hearts in 1-, 2-, 3-order, according to the games.

Popping the Question—A girl kneels before a boy (whose name is written on heart No. 1 on her bracelet).

After all "proposals" are made, votes are taken and the girl who pled her cause best wins a prize.

Leap in the Dark—Mark off a starting line, then use chalk to designate 2-foot intervals. Place blindfolded couples on starting line with instructions to leap as far as possible.

The couple making the longest leap in the dark wins a prize. The boy's leap is added to the length of the girl's leap to compute the combined distance of the couple's leap.

By Leaps and Bounds—Without a magic carpet, the couples couldn't expect to leap from mountain to mountain. Therefore, this pencil-and-paper game becomes a leaping contest. Each couple receives pencil and paper. Instruct them to identify the country in which the mountains are located.

In scoring, however, a couple receives a 10-point bonus when two correct answers come consecutively. For example, if they get No. 1 and No. 2 correctly, they score an extra 10 points. If No. 2 and No. 3 are correct, another 10-point bonus. And so on through the list.

1. Rainier (U.S.); 2. Kilimanjaro (Africa); 3. Etna (Sicily); 4. Rushmore (U.S.); 5. Matterhorn (Switzerland); 6. Popocatepetl (Mexico); 7. McKinley (Alaska); and 8. Olympus (Greece).

Making the Most of Leap Year—Again distribute pencils and paper and instruct couples to make as many words as they can using only the letters found in the words LEAP YEAR. Set a time limit and reward the winners.

Sample words: pear, reap, real, and pray.

Leap Year Catch—Take a strip of white paper eight inches long, and fold at one-inch intervals. On the back of the paper write the name of a girl. Fold the name under so it can't be seen. Make as many strips of paper as there are girls present.

Distribute papers to the boys without revealing the outcome. Instruct them to draw a man's head on the first fold of paper. The papers are then passed, and in succeeding changes players are told to draw:

Fold 2, neck; No. 3, man's chest; No. 4, waist; No. 5, hips; No. 6, knees; No. 7, legs; and No. 8, feet.

When paper is folded each time, it is passed so that the previous "art work" isn't revealed.

When drawings are finished, the boys who draw the feet are told to look on the back of the paper for a girl's name. He signs the drawing with his name and presents it to the girl as her leap year catch. As a couple, they go in for refreshments.

Refreshments

Serve assorted sandwiches, chocolate, and warm doughnuts. Even assorted sandwiches become party special when varieties of breads such as whole wheat, nut, and fruit are used. Colored bread is frequently available at a bakery on special order.

Even if the group is large, try to arrange for everyone to sit while eating. If a table of suitable length isn't available, improvise one from carpenter's sawhorses and long boards. It can be covered with crepe paper, with a wide strip gathered around the sides and decorated with suitable silhouettes of party hats, horns, cupids, and hearts.

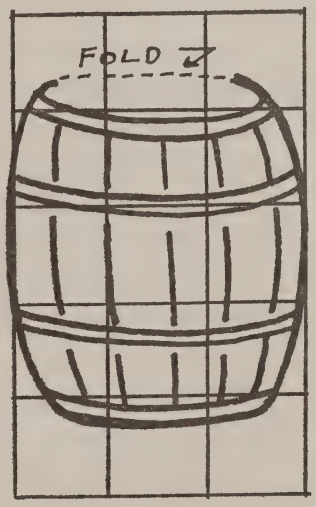
A large red cardboard heart pierced by several white arrows and held upright by a cardboard support will make an attractive centerpiece.

★ A *Barrel of Fun* Party

To have a barrel of fun at your next party, use a barrel motif for the theme.

Invitation

Cut barrel-shaped invitation folders from brown paper. Use 1-inch squares in making your pattern so that the finished invitation will measure 3 x 3¾ inches. Draw staves and hoops on the cover with white ink.



On the inside sheets of the folder write this message:

To DRUM up your interest,
(Please pardon the pun),
We're going to promise
A BARREL of FUN!

Add your name and address and the party date and time.

Decorations

Fill a small wooden keg with crumpled newspapers. Use a top layer of potatoes, apples, onions, or oranges. Print a placard to read, "Cracker Barrel Special." Tack the placard to a stick and place the stick in the keg (after the fashion of the old general store at the turn of the century). Place near the entrance door.

Use cardboard cutouts of double-meaning "barrel" words. Label these and hang on the walls. Drum (musical instrument), hogshead (large head of a hog), pipe (a length of galvanized pipe), and butt (ham butt). Mount suitable magazine advertisements on cardboard and use as wall decorations.

Games

Barrel Roll—Make a "barrel" by removing both ends from an empty oatmeal carton. Place the barrel on the floor at one end of the room. A player stands at the opposite end of the room and attempts to roll a marble through the barrel. Award successful players with such inexpensive prizes as packages of chewing gum, candy bars, and pieces of fruit.

Cracker Crumbs—Divide players into pairs—a boy and a girl. Give each couple ten soda crackers. The boy tries to feed his five crackers to the girl, while she tries to feed her five crackers to him. All couples compete simultaneously.

Fill 'Er Up!—Since oil barrels are often called "drums," ask the players to fill imaginary drums with oil words by completing this paper-and-pencil quiz.

1. – o – i l –: easy to teach or manage
2. o – i – l –: bird
3. – o i l –: small table mat
4. – o i l –: thin cotton fabric
5. – o i – l –: minor defect in human behavior
6. – o – i – l: jolly
7. – o – i l –: easily moved
8. – o i l: earth
9. – o – i l – –: ape
10. – – o – i l –: side view of the face

(1. docile, 2. oriole, 3. doily, 4. voile, 5. foible, 6. jovial, 7. mobile, 8. soil, 9. gorilla, 10. profile.)

Loop-the-Hoop—Divide players into two teams. Give each player a toothpick to hold between the teeth.

Team members stand side by side while passing a candy life-saver (hoop) down the line and back: from tooth pick to tooth-pick.

If the hoop is dropped going down the line, the team starts over with the first player. If it is dropped on the return trip, the team starts over with the player at the end of the line.

Cracker Barrel Specials—Cut sheets of white paper into six-inch squares. Fold each sheet through the center. Give one folder to each player. Place a bottle of black drawing ink and an eye dropper on a table covered with several layers of news-papers.

Tell the player to put three drops of ink inside his folded paper: top, bottom, and center. Suggest that he keep the drops small. Have him refold the paper to blot the ink. When he unfolds the paper again, he finds a strange-looking "cracker barrel" special, which he tries to identify. Surprisingly enough, several of these will actually resemble familiar objects. Vote on the best "special" and award a prize to the "artist."

Pork Barrel Arithmetic—Let guests entertain themselves with this "brain teaser" while you put refreshments on the table.

"Sentator Sands is successful in getting funds for park improvements in his home town. In doing the paper work involved in drafting the proposition, however, he spent exactly one dollar for forty-five items. A sheet of paper cost 2¢, pencils cost 5¢ each, and erasers cost 1¢ each. How many of each item did he buy?"

(35 sheets of paper, 5 pencils, 5 erasers.)

Refreshments

Serve cracker barrel canapés, hogshead sandwiches, and kegs of pineapple punch.

To make the canapés cut canned luncheon meat into squares a little smaller than the crackers. Brush center of cracker with prepared mustard, add a square of the luncheon meat, and top with a slice of stuffed olive.

Combine ground cooked ham and chopped pecan meats for the sandwich filling. Add enough mayonnaise to give the mixture the right spreading consistency.

In a sauce pan measure ¾ cup sugar and 3 cups water. Add ½ stick cinnamon and 6 whole cloves. Boil together for five minutes. Remove from fire and add one cup unsweetened pineapple juice, two teaspoons lemon rind and six tablespoons lemon juice. Set aside. Next, pour one quart of boiling water over four teaspoons tea leaves. Cover and let stand for five minutes. Strain both tea and juice mixture. Combine, heat, and serve in mugs which are decorated with colored tape hoops and staves. This punch recipe serves twelve.

Centerpiece—Fill a barrel-shaped cooky jar with flowers for the centerpiece. Add colored tape hoops and staves to make the jar resemble a barrel.

DEVOTIONS

Subject: "The Value of Discontentment in Christian Service."

Text: James 1:22: "Be doers of the word, and not hearers only."

Discuss how discontentment with existing conditions has been responsible for much of man's earthly progress; then correlate this with man's efforts in Christian service.

Conclude with a song and prayer.

★ Shamrock Golf

Although the wind is still chilly in many sections of the country, thoughts during March automatically turn to spring activities, such as a hike or outdoor sports. That is why this entertainment is a little different from the usual party pattern. It has an outdoor theme, but the setting is inside.

All winter most parties and church socials are given in private homes, but shamrock golf requires a room much larger than the average house affords. Get permission to use the high school gymnasium, the community house, or a similar suitable building. This is a get-together for a large crowd, so invite everyone. Several hostesses should combine efforts on the preparations, for much of the party's success depends on the decorations.

Invitations

On a white-paper folder 3 x 4 inches paste a green paper shamrock. The shamrock will measure 2⅛ x 2¼ inches if you use ½-inch squares for your pattern. On top of the shamrock paste a magazine drawing which is symbolic of golf, or make a sketch with white drawing ink. Inside, in green ink, write this message:

You are invited to *tee off* at seven-thirty, March 17, at Shamrock Links, 1027 South DeWitt Avenue.

Decorations

You will duplicate an outdoor golf course in the party room. Cover the floor with newly mown grass and green leaves. If grass is not available this early in the season, substitute sawdust tinted green or shredded green paper.

Bare tree limbs potted in gallon buckets may be realistically decorated with fringed crepe paper. Use dark brown paper for the trunks, then cut shamrocks from green cardboard and attach to the trees for leaves. Paint the buckets brown or cover them with brown paper. Space the trees at regular intervals along each side of the room.

Mark off nine locations on the floor for the golf holes. At each hole place a large green paper shamrock. If your paper isn't large enough, cut the shamrock in sections from heavy cardboard, such as packing boxes, tack it to the floor, and paint it green. Since each hole represents one of the party games, the shamrock should be large enough to accommodate the props used in playing the game. Mark each hole with a six-foot pole (potted in a can of dirt to hold it upright). At the end of the pole tack a cardboard pennant which carries the number of the hole and the game's title. All players do not play the same hole at the same time, but all players play all nine holes during the evening.

Golf balls, clubs, tees, and other golf equipment are used among the decorations to emphasize the theme.

Games

If the crowd is large, the games will move faster if players are divided into couples. As each guest arrives, pin on him a paper shamrock on which is printed one of the letters in the word, "Shamrock." The matching letter is pinned on a member of the opposite sex. It will be necessary to use some of the letters more than once so be sure to use different types of letters for the duplicates to prevent confusion in matching partners.

Give each couple a score card and instruct them to play the "holes" as they wish. An attendant is stationed at each hole to supervise the game and write the winning couple's score on their card.

Hole No. 1—Teeing Off—Cut a large letter "T" from cardboard and wrap it with green paper. Stand this upright and place a support behind it. Fill a fish bowl with alphabet macaroni and set on a table in front of the "T." The couples register a guess as to the number of letter "T's" in the bowl. The couple making the closest guess gets 25 points on the score card.

Hole No. 2—Match Play—Use twenty spring clothespins to hold twenty match sticks upright. Arrange the pins to outline a shamrock. A couple rolls five rubber balls all at one time toward the matches. Each match knocked over or out of line counts five points for the couple. Each couple has only one turn.

Hole No. 3—Like-as-We-Lie—A couple is given an apple and a paring knife. Either the boy or girl tries to peel the apple without breaking the peeling. If the peeling breaks, the couple is disqualified. Otherwise, the other member of the team throws the whole peeling over his, or her, shoulder. If the peeling falls in the shape of any letter spelling "Shamrock," the couple receives 15 points on the score card.

Hole No. 4—Kissing the Blarney Stone—Move a large rock to Hole No. 4 and cover carefully with green paper. A player is blindfolded and told to make a wish before kissing the Blarney stone. The player next unfastens one of the slips of paper fastened to the stone to learn the fate of his wish. These papers carry such rhymed messages as:

> The Blarney Stone is sorry to say
> You won't get your wish for many a day.

This game is noncompetitive, but it is fun and each couple who kisses the stone receives 10 points on the score card.

Hole No. 5—Par—Give a couple a pencil and paper with instructions to write as many words as possible which begin with the word, "Par." Use a kitchen egg-timer for a stop watch and at the end of three minutes check the answers. To do this hole in par the couple must have fifteen correct words. The couple to do so gets 20 points on the score card. *Samples:* parson, parasol, parcel, parch, pardon, park, parley, parlor, and parole.

Hole No. 6—Walk on the Green—Place ten cardboard shamrocks on the floor, a step's pace apart in a straight line. Give a player a pair of field glasses. Looking through the wrong end, he tries to walk on each shamrock. If he succeeds, he gets 15 points for his score card. The combined total of the couple's scores is put on the card.

Hole No. 7—Threesome—Make a large bulletin board from a packing carton and cover with green shamrocks. On each shamrock write in large letters one word. Each word can be matched with two other words on other shamrocks to make "three of a kind." The couple able to match the entire set of threesomes correctly receives 25 points on the score card. *Sample threesomes:* "Tom, Dick, Harry," "morning, noon, night," and "hope, faith, charity." No coaching is permitted.

Hole No. 8—Smell Well—Fill five clean bottles with various liquids, as tea, maple syrup, mouthwash, shampoo, and shoe polish. Cover bottles with green paper to conceal contents. The couples sniff the bottles and try to guess the contents. Those identifying all the liquids correctly receive 20 points for the score card.

Hole No. 9—Hole in One—Cut out a large cardboard shamrock and paint green. Place shamrock on the floor and set a small bowl in the center. Mark a spot five feet away to indicate place where contestant stands. A player is given a green button and told to toss it into the cup. If he succeeds, he gets 15 points, and the total score for the couple is recorded on the score card.

Just before refreshments are served, scores are added and the winning couple receives prizes.

Refreshments

Serve green frosted doughnuts, shamrock-shaped sandwiches with deviled ham filling, hot cocoa, and green mints. Include pickles and olives if the budget permits.

Devotions

Subject: "The Bible"

Bible Quiz: For this portion of the devotional, prepare a list of Bible questions which will be inspirational as well as educational.

Paper: "Studying the Bible with the Help of a Concordance."

Conclude with a song and prayer.

★ A Dollar's Worth of Fun

Money makes a good theme for a party at any time of year.

Invitations

Cut large folders from white paper. On the cover paste a play dollar bill, or draw a reasonable likeness of one. Play money, both currency and coin, is sold at five-and-ten-cent stores in the toy department.

Inside the folder, in green ink, write this message:

Money's going to jingle, jangle,
At our party ere we're done,
Come to our house Friday evening
For a Dollar's Worth of Fun!

Add your name, address, and the party time.

Decorations

White and green make a cool, spring color scheme. White and green balloons, crepe paper streamers, and play money can be used in a variety of ways; toy banks, purses, wallets and check books help emphasize the money motif. Vases of white flowers and green foliage add the needed festive air.

Improvise a bank teller's window near the entrance door.

Games

Icebreaker—As each guest arrives, direct him to the bank teller who hands out a check made payable to him and signed

with a fictitious name. Also give him a sum of play money. This guest then circulates among the other players looking for a person who has exactly the amount of money needed to cash his check. Therefore, the same amount should not be duplicated on any two checks.

By the time the last guest arrives, all checks will have been cashed, everyone is acquainted, and the play money becomes a party souvenir.

Matching Partners—Cut a two-inch ring from an empty oatmeal carton and cover with strips of green paper. Suspend the ring from a doorway. Cut a long streamer of crepe paper for every two guests present. Make some streamers white; others green. Hang them through the ring. The boys stand on one side; the girls on the other. Each selects the end of a streamer. When selections are completed, the hostess cuts the ring, releasing the streamers. The boy and girl holding the same streamer become partners for the first game.

Personal Income—Give each couple a pencil and a sheet of paper on which the following money puzzle is written. The first couple getting the correct answer wins individual prizes.

The puzzle: Bill Bailey was a bright chap who constantly looked ahead. That's why when his new boss was undecided about his salary, Bill made the boss this proposition:

"Give me one cent for my first day's work, two cents for my second day, four cents for my third day, and so on doubling the amount on each succeeding day until the end of the month."

If Bill worked thirty-one days, what was his income for the month?

(Answer: $10,737,418.24)

"Buck" Passing—Divide players into two teams. Give each player a small wooden spoon similar to those sold for picnic lunches. Teams line up facing each other. A player holds the spoon by the handle between his teeth.

The first person in each team becomes the leader and is blindfolded. He is given a "buck" (a play dollar is preferable to our

silver dollar because it weighs less). The leader goes from player to player and without help tries to place the dollar in each spoon. If he misses a player or drops the coin on the floor, he has a miss counted against his team.

The leader who finishes the game with the fewest misses wins for his side.

Money Talks—A Lincoln penny can tell the players the answers to the following ten questions in this pencil and paper game. Give each player a penny for reference since the answers to all the questions are found on it.

1. The edible fruit of a palm?
2. Something used on a pitcher?
3. Corn stalks grow a different kind?
4. Used with "high" it denotes a person who tries to appear smarter than he really is?
5. A building for Christian public worship?
6. The postman brings these in his pouch?
7. Without one a bottle would be useless?
8. A proboscis?
9. Part of a needle?
10. For this, brave men fight?

(1. date, 2. lip, 3. ear, 4. brow, 5. temple, 6. letters, 7. mouth, 8. nose, 9. eye, 10 liberty.)

Coin Toss—Place a large purse in the center of the floor, and open it as wide as possible. Give each player five coins. Designate a point where a player stands with his back to the purse while tossing the coins. The player who puts the most coins in the purse wins.

Balancing the Books—Divide group into two teams. First players on each team place a book on the top of each foot and shuffle to a goal and back, giving the books to the next in line. If a player drops a book, he must replace it before continuing.

This isn't a game of speed, but in trying to do it rapidly, the players get into difficulties which provoke many laughs.

Stretching the D-O-L-L-A-R—This sit-down game will give the players time to rest a few minutes before refreshments. Give

each player a pencil and paper and ask him to stretch the word "dollar" into as many words as he can during a specified time. All words must be spelled with the same letters which appear in "dollar."

Nine possible answers are: doll, roll, rod, all, old, lard, lad, load, and lord.

Refreshments

Serve lime sherbet, party meringue cookies, and hot fruit tea.

Money Roll Napkins—Roll green paper napkins into a small roll and use a play dollar bill which has the ends glued together to make a napkin ring.

Place Card—Cut piggy banks from heavy cardboard. Cut slit near top and insert a play dime in the opening securing it with a drop of glue. To make pig stand alone, paste a cardboard strip to the back side.

Centerpiece—Use a stack of greenbacks, a couple of money bags, and a sprinkling of coins for the table centerpiece.

Devotions

Subject, "Biblical Money and Coins."

There are many references to money in the Bible, beginning with Genesis, chapter 17.

Have a discussion on such subjects as, (1) The Value of Money in Bible Times as Compared with Now, (2) Christ's Words Concerning the Value of Money and its Use, and (3) What We Are to Put First and Why.

Conclude with a song and prayer.

★ A Dutch Treat

The usual "Dutch treat" is a share-expenses entertainment. But this treat is on the hostess, and the motif for the party comes from Holland—the land of tulips, quaint windmills, and wooden shoes.

Invitations

Tear sheets of sky-blue, medium-weight art paper into a size to fit a small envelope. Then make a pattern for a Dutch windmill which will fit the paper. Cut the windmill from white paper and paste on the face of the invitation.

On the back, in white ink, write this message:

This Dutch Treat is on me,
Come Friday night at eight,
Everything's free!
Place _____

Decorations

If tulips aren't blooming in your section yet, use paper ones. To give your paper tulips added appeal, borrow the arrangement tricks of professional florists. Instead of taking a half-dozen tulips of varied colors and pushing the stems into a vase, use three tulips of the same color. Cut stems so there is at least two inches' variation in the height of each. For instance, the tallest tulip might be ten inches, the middle flower eight inches, and the shortest one six inches. Arrange them in a narrow holder to form a triangle. Try your hand at making a round arrangement,

a square one, and even an oblong one. This will do much to give your paper tulips added beauty.

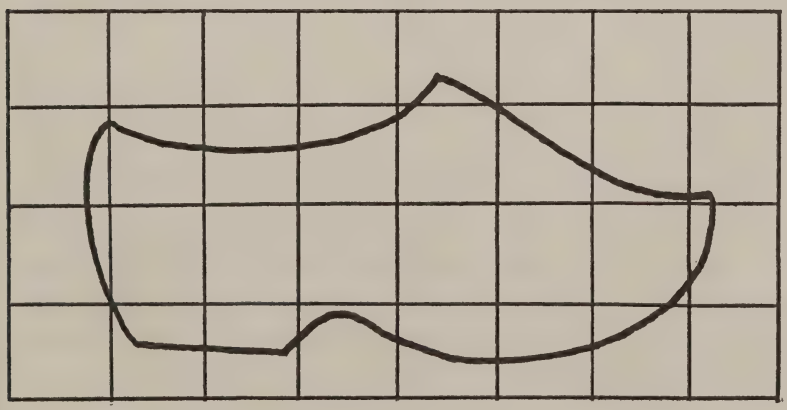
You may be able to find souvenirs and flower containers in the shape of wooden shoes in the shops. It is quite possible that you have friends who own these and will lend them for party decorations. Or, you may be able to rent them from a shop specializing in party supplies. If you can't find them, resort to the old stand-by of paper cutouts. Cut oversize silhouettes and use these for decorations.

Make a guest book by cutting the covers and inside pages in the shape of a Dutch windmill. Cut the wheel separately. Attach it to the cover with a brad fastener so the wheel will turn. Fasten book together with a ribbon bow. As guests arrive, ask them to sign the guest book.

If possible, the hostess should wear a Dutch girl's costume or, at least, a Dutch cap and a white apron.

Games

Matching Partners—Make a pattern of the wooden shoe below using 1-inch square for a shoe 6½ x 3 inches. Cut pairs of Dutch shoes, each pair a different color. Boys and girls who hold matching shoes after the drawing are partners for the second game.



Who Am I?—We are assuming that all party guests are acquainted. Write each person's name on a piece of paper. Scramble the names and pin boys' names on girls' backs, and vice versa. To learn whose name is pinned on his back each player must question the other players, who can answer him with only one word. When a person becomes fairly certain of his identity, he goes to that person to find out. For instance, if John thinks Nancy's name is pinned on him, he goes to her for verification. This game is a good mixer, and helps to get the party off to a quick start.

Picking Tulips—Cut a large number of tulips from different colors of paper. On each tulip write a number, as 30 or 25. Hide the tulips about the room before party time. Divide players into couples. After all tulips are "picked," the score for each couple is determined by adding the numbers on the tulips found.

Going to Holland—This game is played like Categories. Give each player a sheet of paper, and ask him to write the letters H-O-L-L-A-N-D, one under the other, on the left side of the paper. Along the top of the sheet he writes what he "sees" as he is going to Holland. Other classifications to use are Flowers, Trees, Colors, and People. Then for each classification, he writes words beginning with the letters in "Holland." For example, the People he sees might be Helen, Oscar, Landon, Leah, Ann, Nettie, Donald. The Flowers might be hollyhock, oxalis, larkspur, lily, aster, nasturtium, dahlia.

The Dutch Have a Word for It—The leader starts the game by saying, "The Dutch have a word for beans, ribbon, and black, but they don't have a word for ink, clock, or pencil. Why?" The first person to correctly guess *why* becomes the leader and continues the game. In this example, the Dutch have a word for beans, ribbon, and black because they each contain the letter "B," while ink, clock, and pencil do not. The next player must say, "The Dutch have a word for . . ." and proceed as the player before him.

Make It Dutch—Perhaps the guests have never really considered how many phrases we have in everyday speech which contain the word, "Dutch." There are also familiar objects which are described by the word. Let them try their skill on this identification test.

What is:

1. Old Dutch Cleanser, 2. Dutch door, 3. Dutchman's pipe, 4. Dutch oven, 5. Dutch uncle, 6. Flying Dutchman, 7. Dutch auction, 8. Dutch cap, 9. Double Dutch, and 10. Dutch-Belted.

(1. cleaning powder, 2. a door made in two parts, 3. flower, 4. covered cooking pan, 5. a severe mentor, 6. spectral ship, 7. a peculiar type of sale, 8. headdress, 9. a language not easily understood, 10. dairy cattle.)

Netherlands—Pass out pencils and papers. Set a time limit on this game. The player who can write the longest list of words using only the letters found in N-E-T-H-E-R-L-A-N-D-S is the winner. Samples: late, dear, dare, set, near, lean, sad, net, there, and stare.

Refreshments

Serve Dutch cheese salad, finger sandwiches, and hot tea.

Centerpiece—Cut oversized Dutch shoes from blue cardboard. Cut double, leaving attached at top. Spread slightly apart to stand alone. Arrange white ribbon streamers to extend from the shoe to each place setting.

Place Cards—Use paper cutouts of a Dutch boy and a Dutch girl to mark the places.

Devotions

Subject, "Courage"

Discuss how Christ showed courage and the need for courage today.

Conclude with a song and prayer.

★ Sandwich Smorgasbord

If you are looking for an entertainment idea which is suitable for any number of guests from six to several dozen, a sandwich smorgasbord may be your solution.

This do-it-yourself party not only points up a current fad but, since the guests wait on themselves, the hostess is free to enjoy the party herself.

The buffet table is arranged with all kinds of sandwich spreads, a variety of breads, cheeses, pickles, and relishes. The guests have free rein in making their own sandwiches and the problem of whether "to toast" or not to toast will depend on their taste.

Invitations

Send invitations if you wish. Your own imagination will be an asset in the planning. One hostess cut brown paper folders in the shape of a hot-dog bun; another used the shape of a hamburger; a third cut hers oblong in the shape of a slice of bread and pasted on yellow and green strips in imitation of a cheese and lettuce sandwich on rye.

Write your party message on the inside sheet.

Decorations

Buffet Table—Cover the table with a bronze-colored paper cloth and use green paper napkins. Use the new waterproof, grease-resistant paper plates to eliminate part of the dishwashing. These come with floral decorations, as well as other designs, and

you may be able to find one which features a bronze and green color scheme. Otherwise, change the color of your cloth and napkins to match the plates. Use the same colors in your floral centerpiece.

Centerpiece—Flank a bowl of flowers with glossy green leaves, polished fruits, and small vegetables. Tall light-green tapers in bronze candlesticks will give the table a really festive appearance.

Refreshments

Sandwiches—You may prefer to use only an assortment of cold cuts. On a round platter, overlap the meats slightly around the outer edge. Just inside the circle of meats, arrange a circle of deviled eggs garnished with parsley. Place a celery holder inside the egg ring and fill with green onions, carrot strips, and celery stalks.

For sixteen servings of the eggs, boil eight eggs until hard, peel and halve lengthwise. Remove yolks and mash with fork. Combine with two tablespoons prepared mustard, one tablespoon each of sugar, light cream, vinegar, and one-half teaspoon salt. Beat until fluffy. Refill egg whites with yolk mixture and garnish with paprika.

Have prepared sandwich fillings in separate bowls. From this wide assortment guests can make their own sandwiches.

Breads—Include white, whole wheat, raisin, nut, French, rye, and fruit bread. Cut the bread very thin and arrange on a large platter as you did the meat. A bowl of mayonnaise mix may be placed in the center.

Make-Your-Own Salads—These do-it-yourself salads are good companions to the sandwiches. Line shallow bowls with crisp lettuce leaves, and in separate bowls have raw cauliflower flowerets, carrot sticks, sliced tomatoes, sliced green onions, and celery hearts.

Dips—Dips for potato and corn chips, as well as crisp saltines, are very popular now, and you may wish to have one, or more, of the following:

Cheese dip is made by blending until well mixed ¼ cup French-type dressing and one 8-ounce package of cream cheese. Add ⅓ cup of catsup and one tablespoon each of minced onion and anchovy paste.

Cottage cheese dip is made by combining cottage cheese, minced onion, chopped stuffed olives, and crumbled blue cheese. Beat until smooth in a blender, or with rotary beater.

For ham dip combine a can of deviled ham with sufficient mayonnaise and lemon juice to moisten. Add a pinch of curry powder.

Something Sweet—A jelly roll will be a pretty addition to your table, and it will be easy to serve.

To make a roll to yield six servings follow the directions in any standard cookbook for "Old-fashioned Jelly Roll."

Chocolate frosting is made by thoroughly creaming ¼ cup butter and 2 cups confectioners' sugar. Stir in two egg yolks and 1 teaspoon vanilla. Add 2 tablespoons cream as frosting becomes thick. Gradually add and blend in 1¼ squares melted unsweetened chocolate.

Spread frosting over outside of jelly roll, then make lengthwise ridges with spatula. Sprinkle chopped nuts on top ridges.

You can save a great deal of time by using bakery-baked jelly rolls.

You may prefer to serve honey-coconut crackers. Combine 4 tablespoons honey with 1 cup coconut. Spread over 24 saltines. Bake in a 375-degree oven until lightly browned; about six minutes.

Games

Matching Partners—If this is an after-the-basketball-game affair, it is fun to let guests match partners for refreshments. Paste newspaper headlines from the sports page of the paper on cardboard. When dry, cut each headline into two parts. Boy and girl holding matching pieces become partners.

Devotions

Subject: "Brotherhood at Work"

Text: 1 Thessalonians 5:15.

Discuss how young people today can work together in the interest of their family, their community, their school, and their church.

Sing "The Voice of God Is Calling," or another hymn of challenge to brotherhood and service. Conclude with a prayer.

★ "Hunting the Gowk" Party

A traditional April Fools' Day prank in Scotland is "hunting the gowk." A man is sent on a chain of errands. When he arrives at each destination, he is given a letter which reads:

On the first of April
Hunt the gowk another mile.

The patient gowk trudges on, but each place has the same message for him until, weary and footsore, he returns home to find all his neighbors assembled at their doors to see "the gowk come home."

The gowk (simpleton) idea gives an April party a different and interesting theme. Two or more hostesses may wish to unite their efforts in giving the party to make it a progressive affair. At the first and second houses games are played, and at the third refreshments are served.

Decorations

Decorations should carry out the simpleton idea. Hang strings of jesters' bells on the front door to give a merry tinkle as each guest arrives. Place dishes filled with faked candy (chocolate-covered balls) on tables in the party room. Serve water in leaky glasses. Greet guests with a squawker in your hand which emits a loud noise when the hand is clasped. At a novelty store which specializes in joke items you can buy inexpensive items, such as the leaky glass, which will make the party lots of fun.

Matching Partners—Cut circles from lightweight cardboard, one for each guest. On the paper circles to be distributed to the girls write such prefixes as, "Di," "Kilo," "Deca," "Uni," "Tri," "Quad," "Bi," "Quint," "Mono," "Penta," and "Octa." On the circles distributed to the boys, write the corresponding numbers. For instance, "Di" and "2" or "Deca" and "10." You may have a repetition in numbers for "uni" and "mono," for both represent "1." This will not complicate the matching, however, as there will be as many "1" circles as there are prefixes representing "1."

Guests keep tally cards, and are given a certain number of points for each game won. The player who has the highest score at the end of the game session is the winning "gowk" of the evening and receives a prize.

Signs of Spring—Beginning with the letter "A," guests are asked to name a "sign of spring." If this game is played by two groups, one may compete against the other. Suggestions: A–ants crawling; B–buds showing; C–color coming; G–geese flying; R–robins singing; F–flowers blooming, etc.

Link Letters—This game is played by couples. A chart is made for each pair, as follows:

S V E D T
T O B U A
L O C L B
C K A N E
U P M D R

The players are asked to find ten objects which are to be found in almost any home. Only connected letters may be used in the same word, but these letters may join going across, up, down, or diagonally. Letters can not be jumped.

(stove, stool, book, clock, bed, pan, pad, tub, cup, and table.)

Famous Nicknames—This is an identification game concerning the nicknames of our Presidents which reflected some outstanding trait, or came into being through popular use.

1. Father of his Country (Washington), 2. Colossus of Debate (John Adams), 3. Sage of Monticello (Jefferson), 4. Father of the Constitution (Madison), 5. President de facto (Hayes), 6. The First Dark Horse (Polk), 7. Silent Cal (Coolidge), 8. Napoleon of Protection (McKinley), 9. Old Hickory (Jackson), 10. Honest Abe (Lincoln), 11. Teddy (Theodore Roosevelt), and 12. F.D.R. (Franklin D. Roosevelt).

Slogans—This game can be conducted orally or as a pencil-and-paper poser. Nationally advertised products are represented by the following well-known slogans:

1. Great with Steak (Heinz 57 Beefsteak Sauce), 2. The "Self-Starter Breakfast" (Kellogg's Cornflakes), 3. Hasn't Scratched Yet (Bon Ami), 4. When It Rains, It Pours (Morton's Salt), 5. Chases Dirt (Old Dutch Cleanser), 6. Good to the Last Drop (Maxwell House Coffee), 7. The Soap that Agrees with Your Skin (SweetHeart), 8. Nourishes Every Inch of Your Dog (Gaines Dog Meal), 9. Prescription for your Teeth (Listerine Tooth Paste), 10. There's a ____ in Your Future (Ford), etc. Use other slogans if you need a longer list.

Match Tricks—Match tricks are always fun at a party. Have a supply of burned matches on hand. Let guests take turns showing tricks which they know. To keep the game going, the hostess should be able to do several tricks herself.

Refreshments

Serve bottled soft drinks. Place on each bottle a "gowk" cap (a conical paper cup) which is decorated with ruffled crepe paper attached with transparent tape. Make ruffled skirts for the bottles from colored paper. To make these "bottle dolls" really festive in appearance, attach two jesters' bells to each skirt. As the bottle is lifted, these will give off a merry jingle.

Besides the "pop," serve a hamburger-bun sandwich filled with ground frankfurters moistened with mustard and mayonnaise (half-and-half) and chopped pickle and shredded lettuce. Prepare the filling in advance, then at the last minute brown the buns under the broiler and fill.

Also nice to serve are deviled egg halves, cheese-stuffed celery, crisp carrot sticks, or drained pickled beets.

For something sweet, serve a square of gingerbread, split and filled with apple butter.

★ Indoor Garden Party

The bright and blossoming season of spring gives a new freshness to entertaining. Capture it with a party as fragrant as old-fashioned purple lilacs and as colorful as a mixed petunia bed.

Invitations

Make an imitation seed packet by cutting a paper folder approximately three inches wide and four inches long. Cut from last year's seed catalog brightly colored prints of flowers and vegetables to paste on the cover.

On the inside sheet write this message:

Ten little radishes
  Doing just fine,
Along came a cutworm,
  And then there were nine.
So come to our party
  At a quarter of eight,
And try to avoid
  That radish's fate.

Include your name and address, and the party date.

Decorations

Seed catalogs, seed packets, bulbs, miniature garden tools, and straw garden hats and gloves are good decorative items. Arrange a complete garden scene sandbox style, on a living room table. Miniature flower carts may be made from cardboard boxes, using paper wheels and ice-cream sticks. Fill these with flowers which have small blossoms. It is better not to follow a definite color scheme. Use flowers in every possible way.

Daisy Will Tell—Cut as many white daisy petals as there are to be boys; as many yellow ones as girls. Write the beginning of a flower name on a white petal; complete it on a yellow.

Cut a black paper circle for daisy center and paste on a square piece of cardboard. Alternate white and yellow colors as you paste the petal tips just enough to hold them in place around the center until they are "picked."

When a guest arrives, he (or she) picks a petal from the daisy, then begins a search for his partner who holds the matching petal. During the search, players have an opportunity to greet their friends as well as get acquainted with any strangers present.

Contour Plowing—Partners matched in "Daisy Will Tell" compete together in this game.

Three strings are stretched the full length of the room. A couple is blindfolded. The boy is placed at one end of the room; the girl at the other. Each selects a string and starts walking toward the center of the room. It is permissible for a player to change strings any time he wishes, for the object of the game is for both players to hold the same string when they meet at the center. They can't speak, and no kibitzing is permitted from the audience.

Flower Show—Arrange six flowers in individual containers. Number them one through six. Cover each with a large paper cone. The players attend the Flower Show as judges, and mark their choices (sight unseen) for first, second, and third places on a score card.

Collect score cards and tally selections. The winning entries are then "unveiled." Don't be surprised if a sunflower or a dandelion places first while the beautiful rose is ignored.

Spring Planting—Divide players into two groups: the girls taking the name of "Planters" while the boys are the "Crows," who, in the old planter's rhyme, are credited with stealing the farmer's seed.

Send the Crows from the room while each Planter hides five

seeds. Peas, beans, and similar large seeds are best because they are easier to handle. After the seeds are "planted," the Crows return and the search begins.

If the Crows are able to find half of the planted seeds, then they win and the Planters' crop is a failure.

"In the Spring . . ."—Divide players into four groups, and pass out pencils and paper.

Everyone is familiar with the lines, "In the spring a young man's fancy lightly turns to thoughts of love." Each group is asked to write a substitute line for, "lightly turns to thoughts of love." Group No. 1 must end its line with the word "above"; No. 2 with "miss"; No. 3 with "love"; and No. 4 with "kiss."

Allow five minutes for the players to complete the line. Then read the poem aloud.

Garden Plot Jigsaw—Divide players into two teams.

Draw a garden plot, twelve inches square, on a sheet of stiff paper. Cut the plot into as many sections as there are players on a team. Give each player a section.

Repeat for the second team, being careful to keep the two plots separated.

Provide a table where each team works to fit its jigsaw pieces into a completed garden plot. The first team to finish wins.

Garden Riddles—Get word around that guests will be called on for garden riddles. Then, just before refreshments are served, seat players in the living room.

Someone may ask that old favorite, "Why is a boring person like a tree?" (Answer: "Both appear best when leaving.") Any riddle is acceptable which in some way pertains to plants or flowers.

Refreshments

Serve garden punch, flowerpot sandwiches, and nut nibbles.

For a "frozen bouquet" in your centerpiece punch bowl, fill a ring mold half full of water and place small red roses (stem end up) at equal spaces around the circle. Freeze. Finish filling mold within one-half inch of the top and continue freezing. Just

before serving time, dip pan in hot water until frozen ring slips out easily. Set in punch bowl. Pour in chilled punch. If the punch is very cold, the ornamental ring won't melt quickly. A quick, clear punch is made by combining a quart of strained lemonade, a quart of strained limeade, and a quart of ginger ale.

Even though the ring melts, the flowers will not damage the punch since roses are edible.

To make a round flowerpot sandwich, cut one slice of bread with a cooky cutter, the second slice with a doughnut cutter of the same size. Spread deviled egg filling on first slice, and top with doughnut slice. Garnish each "flowerpot" with a radish rose and a parsley leaf placed upright in the doughnut hole. Square pots are made in the same way, using a square cutter and removing center of one slice with scissors.

Make the nut nibbles by melting two tablespoons butter or margarine in a skillet and pouring in one cup shelled, mixed nuts (walnuts, pecans, almonds, peanuts, etc.). Cook over low flame, stirring constantly, until nuts are crunchy—about five minutes. Drain on paper and sprinkle lightly with salt. Keep warm.

Centerpiece—On the table in a circle around the punch bowl arrange partially opened rosebuds for candlesticks. Anchor a small candle in the center of each rose, and light after the punch is served.

Place Card and Favor—Ivy or similar leaves make attractive place cards. If you cannot get real leaves, use artificial ones. Use white ink to write the name.

A tiny flowerpot favor is made of caps from tubes which once contained toothpaste, shaving cream, etc. Invert cap, fill with modeling clay, and stick in a very tiny artificial flower.

Devotions

Subject: "Bible Flowers and Plants"

Text: Matthew 6:28

Slides or movies of Bible plants would make an interesting feature for the devotional.

Conclude with a hymn and prayer.

★ Dumb Dora Party

Since April is the month for "foolish fun," a dumb Dora party provides a different treatment for this nonsensical theme.

INVITATIONS

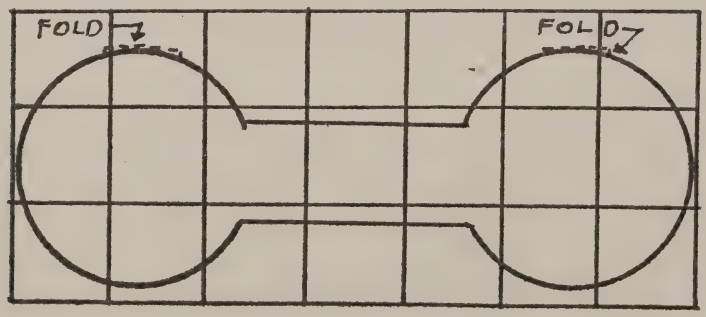
Cut double invitations from white paper in the shape of a dumbbell with this message inside:

I'm giving a dummy party,
Don't ask why you're invited,
But say you'll come
And please be dumb,
Dumb Dora will be delighted!

Include your name and address and the date and time of the party.

DECORATIONS

Plan to use as many silly decorations as possible. Such foolishness as mixing rubber candy with real candy and handing out trick pencils for games are a few suggestions.



Booby Prizes—Wrap as many prizes as will be needed for the games in attractive gift paper and arrange on the fireplace mantel or a table.

A winner makes his selection from the assortment, but does not open the package until after refreshments are served. Then, just before the devotions, everyone is assembled in the party room to unwrap the prizes. These should be suitable for either a girl of a boy, rather than both. If a boy picks a girl's prize, or vice versa, so much the better.

Dumb Dora Spelling—This is a good party opener. The players are seated in a circle. As a player misses, he drops out.

The leader announces that the vowels must not be said aloud, but that "A" is indicated by raising the right hand, "E" by raising the left hand, "I" by raising the right foot, "O" by raising the left foot, and "U" by blinking both eyes.

For example, the word "coat" would be spelled in this manner: "C" is pronounced, left foot raised, right hand raised, "T" is pronounced. Compile a list of words which contain at least two vowels in each one.

A second version of Dumb Dora Spelling is to request that various short words be spelled backwards.

Loony Names—Give each player a list of first names of all guests with instructions to put before each name an adjective which begins with the same letter as the name. The player completing his list first wins a prize. A second prize can be given for the cleverest list.

Sample list: Simple Sibyl, Daffy Daniel, Crazy Cora, Foolish Fanny, Giggling Gilbert, and Batty Bob.

Just Fooling Around—Divide players into two teams and give each player a long object such as a broom, mop, umbrella, long box, snowshoes. At the beginning of the game, the teams stand on opposite sides of the doorway. When the whistle blows, each team tries to get through the doorway in the party room

at the same time; the winning team is the one which gets all its members through first.

Dumbbelles—Couples are counted out. Then, during a set time the girls are not allowed to say a word, although the boys try to make them talk. When a boy does succeed in making his partner talk (an audible sound counts), he must turn her in to the hostess.

The Dumbbelle (or belles) who really stays "dumb" until the whistle blows wins a prize.

Dumb Creatures—For this animal-making stunt, divide players into pairs. Bring out bowls filled with large dried prunes, raisins, dates, whole cloves, round and oblong gum drops, plenty of toothpicks, and paper towels for sticky fingers.

Have each couple create an animal of its own choosing from the materials provided. Have on hand several models which you have made before the party, as date-a-pillar or prune-cow or a prurtly (a prune turtle). These are ideas only and cannot be copied by the contestants.

Award prizes for the winning dumb creatures.

Ollie's Folly—Ollie gives a dinner party and invites a number of well-known people. She intends to seat each man and his wife (or sweetheart) together, but she makes many mistakes. If this were her seating plan, where does she go wrong?

Pass out the lists to the players and give a prize to the person who finishes first with the most correct answers.

1. Mark Anthony-Cleopatra
2. Lil Abner-Maid Marian
3. Napoleon-Empress Josephine
4. Tom Sawyer-Daisy Mae
5. John Rolfe-Becky Thatcher
6. Robin Hood-Pocahontas

(1. Mark Anthony-Cleopatra; 2. Lil Abner-Daisy Mae; 3. Napoleon-Empress Josephine; 4. Tom Sawyer-Becky Thatcher; 5. John Rolfe-Pocahontas; 6. Robin Hood-Maid Marian.)

Refreshments

The hostess arranges with a member of her family to act the part of a dumb waiter during the serving of refreshments. Dress him in comical attire: apron on backwards and cook's cap sideways. A made-up clown's face will add to the effect. Prepare foolish questions for the waiter to ask the guests at frequent intervals while they are eating.

Serve dunce caps, dumbbell cookies, and fool's punch.

The caps are a scoop of chocolate ice cream topped with an inverted ice cream cone. The cookies are the sugar variety cut in the shape of dumbbells. The punch is hot chocolate coffee made by melting two squares of unsweetened chocolate into one cup strong coffee over direct heat and stirring constantly. Add three cups of milk, again stirring constantly. Heat. When hot, beat with an egg beater until frothy. Serve topped with whipped cream.

Guests take turns during refreshments telling about their most embarrassing moment. The hostess starts this event by telling a story on herself.

Centerpiece—Cut a large dumbbell from folded heavy paper, leaving attached at fold. Spread slightly to stand upright. Paint the pair of weights black or cover with black paper. The connecting bar is left white.

Favor—Use two lollipops for the dumbbell weights, and wrap the sticks together with tape for the connecting bar.

Devotions

Subject: "Loving God"

Text: Deuteronomy 6:5

Discuss what it actually means to love God with "all your heart, and with all your soul, and with all your might."

Conclude with a song and prayer.

★ A Turned-Around Party

Join in the fun of April Fools' Day by inviting your friends to a turned-around party on April 1.

Invitations

Send invitations written in blue ink on white correspondence cards. They should be written backward and must be held facing a mirror to be read (unless the guests are experts at deciphering code messages). If the crowd is large, save time by using thin paper and writing the message on a typewriter (using carbons). Translated, the invitation would read as follows:

> Now you know the secret!
> You are invited to a Turned-
> Around Party at my house on
> April Fools' Day at 8 o'clock
> in the evening. Please wear
> your clothes backward. Jean
> Meade, 410 River Road.

Decorations

The hostess selects a dress which can be worn backward. Perhaps if she has time, she will devise a pair of cardboard shoes which can be worn backward also. A mask, complete with artificial hair or a cotton wig, will complete her ensemble and aid in the camouflage. The mask is worn backward and inconspicuous openings are made in the wig for seeing and breathing. The hostess' appearance has a great deal to do toward setting the party mood.

Place the chairs in the party room to face the wall, leaving only enough space for the guests to be seated. Remove any furniture not essential to the party.

When a guest arrives at the front door, he finds a placard reading, "Rear Exit." After he realizes he should go to the back door and does so, he finds a second placard reading, "Entrance Only. Back Inn." As he walks up the steps backwards, greet him by saying "Good-bye, it was nice of you to come," instead of "Hello."

A cohostess ushers the guest into the party room (both walking backward) where the guest is directed to sit down in one of the backward chairs. If he wishes to speak to the person sitting beside him, he must say all his sentences in reverse.

Games

Turned-Around Story—This stunt starts the games. Pass out pencils and paper to the players and announce that you will read a passage from *Treasure Island* backward. As you read each sentence, the players write down what they think they heard. The treasure for the most backward player (the one, that is, who hears best backward) is a calendar with the order of the months reversed. Make this by removing the staples from a calendar, reversing the order of the months, and replacing the staples.

Zoo in Reverse—Divide players into two groups, and line them up facing each other on opposite sides of the room. Each group is given slips of paper bearing the letters needed to spell *giraffe*. Use duplicate letters if more letters are needed for the players. The group which is able to spell out the word first wins. Naturally, the name must be spelled backward. Each winning teammate is given a box of animal crackers, but the April fool trick is that the boxes are *empty*.

Match Stunt—Give every four players eighteen match sticks and instruct them to place the matches thus:

XIX + IX = XXX

After the matches are arranged, each group tries to figure out how to make the match equation read correctly without touching the matches or adding others. This is a real tickler and will cause some heavy thinking. After a reasonable time, if no one solves it, the hostess simply walks to the opposite side of the table and views the matches upside down. Then the equation is correct and reads:

XXX = XI + XIX

Turned-Around Words—The answers to this game concern words which spell one word when read forward; another when read backward, as TEN, NET, or GAS, SAG.

1. First I'm on your head so neat, but turned around I'm under your feet. (TAM, MAT)
2. Tennis players use me plenty, but turned around I'm half of twenty. (NET, TEN)
3. Two thousand pounds is "little" me, but turned around I'm not, you see. (TON, NOT)
4. I'm used for making tea quite hot, but turned around I spin a lot. (POT, TOP)
5. Sleepy children like me fine, but turned around I help you dine. (NAP, PAN)

Active Alphabet—Divide players in two groups and announce that two letters of each letter in the alphabet are hidden in the room. Each team hunts for the letters, arranging them on a table until the alphabet is complete. The catch is the Z must be found first, then Y, then X, and so on to A. No letter may be placed on the table until all letters behind it have been found. The team finishing first wins, and each teammate receives a card from a game of Anagrams as a party souvenir.

Refreshments

Serve cheese and olive sandwiches, lime chiffon pie, and white and green punch. Tint the punch with food coloring. To make the sandwiches, soften three three-ounce packages of cream cheese. Mash with a fork until soft. Stir in one cup chopped,

green olives. Spread on round slices of buttered whole wheat bread.

Select a centerpiece which can be turned upside down, to emphasize the turned-around theme, but do select something which will look ridiculous in an upside-down position.

Devotions

Subject: "Bible Geography"

Borrow a map of the Holy Land from the church library so that the towns, rivers, and mountains mentioned can be located.

Sing the first stanza of "I Love thy Kingdom, Lord." Conclude with a prayer.

★ Robin Hood Picnic

Sometimes it is assumed that social functions are planned and given exclusively by girls, but boys, too, like to have parties. A Robin Hood picnic is an opportunity for them to play host. These plans are simple enough that with a little help from Mother or a sister the preparations can be accomplished easily.

The host dresses in a Robin Hood costume to emphasize the special theme. When girls give the picnic, they may ask a boy to take Robin Hood's part.

Since Robin and his "sevenscore merry men" were fond of roaming through the "greenwood shades," select a picnic site within walking distance of the meeting place.

Invitations

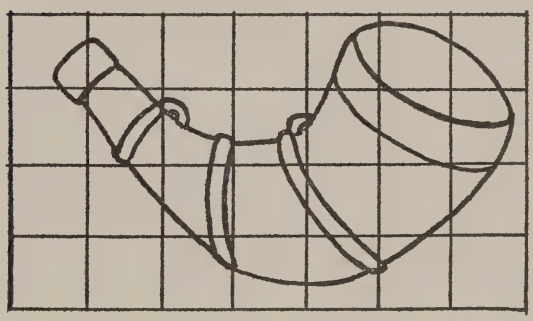
Use three-by-five-inch folders cut from medium-weight green paper. Use white ink to draw on the cover a map which locates your own Sherwood Forest. Then, on the inside sheet, write this message:

> Robin Hood invites ye merry men and maidens to don your best suits of Lincoln green and go with him to the greenwood glades of Sherwood Forest, near Nottingham Town, for a royal feast and merry entertainment.
>
> Time _____ Place _____ Date _____
>
> (Please wear something *green,* and bring a useful article with which to pay your "score.")

According to the story, no needy person came to jolly Robin for help and went away with an "empty fist." The useful articles are collected following the feast (refreshments), and later distributed to a charitable institution in your town where they are best suited.

Decorations

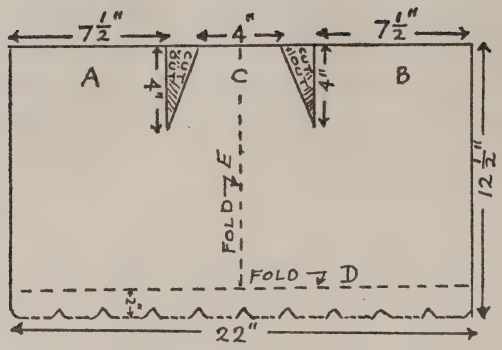
As each person arrives, give him a green paper Robin Hood cap and an identification horn. The horns represent the "silver bugle horn" which Robin blew three times to summon "the help of his hand." Cut yours from gray cardboard using one-inch squares in your pattern. Across the front write the name of one of Robin's men. It may be necessary to use the same name

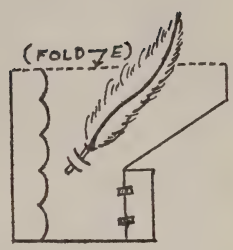


more than once, but this shouldn't detract from the fun. Attach a long string to the horn at each end. The guest places this around his neck so that the horn hangs at his side. Names to be used include Will Stutely; Little John; Wat the Tinker; Allen-a-Dale; Will Scarlett; Friar Tuck; David of Doncaster; Midge, the miller's son; Arthur-a-Bland; and Will Scathlock.

Robin Hood Cap—Fold a piece of medium-weight green paper 22 inches by 25 inches crosswise so that the folded paper measures 12½ inches by 22 inches.

To make the front of the cap, draw a scalloped edge on the fold of the paper. Cut out V-shaped pieces between the scallops, but leave the sections of the scallops on the fold uncut.





Next, measure two inches from the scalloped edge and fold back on dotted line "D."

To make the back of the cap, follow dimensions on the sketch for cutting the side opposite the fold. In cutting out the two triangular-shaped sections, cut through both thickness of paper. Next, lap piece "A" over piece "B" and pin, paste, tape, or staple these pieces together. Leave center piece "C" free.

To make the top edge of the cap, fold on dotted line "E."

Cut two slits through the paper on one side of the cap and insert a bright-colored feather. Dye white chicken feathers or cut feathers from paper and glue to a sharp-pointed stick.

Site

The picnic spot should have a campfire, for "in the forest bright fires crackled and savory smells filled the glade." Always obtain permission from property owners before building fires. Also, ask before using available wood at the site.

Feast

While the host and his helpers prepare the royal feast, the remaining guests amuse themselves at archery, singing "merry ballads," or making music upon the "harp." The harmonica successfully substitutes for the harp, and those who can play as much as "Old Black Joe" are asked to bring instruments.

Boards set on sawhorses and decked with garlands of green

leaves and spring flowers may have a junior-sized "stout yew bow" and half a dozen "broad cloth-yard" arrows for the centerpiece.

For the place cards: For Wat the Tinker use a tiny canvas bag and a hammer from a toy tool set. Attach a tag bearing the name, "Wat the Tinker." For Sly Will Stutely use a china fox or a ceramic miniature for him. A right-hand glove or mitten will represent Little John, Robin's right-hand man. For Allen-a-Dale, the minstrel, use a toy harp. Will Scathlock was as "fleet of foot as a buck," and a trackman cutout represents him. For Will Scarlett use a rose; Midge, the miller's son, a small sack of meal, etc. This place card doubles as a favor which the guest carries home with him.

Most of the meal preparations are made at home and the food is reheated over the campfire. Baked beans, steamed brown bread, sliced tomatoes, lettuce wedges, onion rings, pickle fans, and mugs of iced tea make a menu of which Robin Hood could have been proud. The "brown pasties" of which he was so fond, are generous squares of gingerbread warmed beside the fire.

After such a merry feast, suggest that the guests sit around the campfire and enjoy a period of "jesting." Each person selects his stunt by drawing a paper arrow from Robin's quiver on which have been written such inactive pastimes as "sneeze thrice," "repeat a tongue twister," "tell an amusing story," "sing a ballad," etc.

Games

The main event of the picnic follows the rest period. Robin blows thrice upon his silver horn to summon all his men to the "Sheriff's Shooting Match." The range is set up beforehand with the clout (target) at one end and the mark at the other. Robin's "sevenscore yards and ten between the target and mark" may seem too far for the picnic contestants, therefore adjust this distance to suit the players.

Each contestant shoots one arrow. The best five then shoot two arrows. The best three shoot three arrows, and to him who

"shooteth the fairest shafts" the prize is given.

Cudgel Relay—Robin and his men enjoyed bouts of cudgel play. Divide players into two groups. Give each leader a cudgel taken from "the gnarled limb of a green tree." The cudgel passes from one player to another along the line until it reaches the end. Then the procedure is reversed; it passes back up the line again. When the leader starts it down the line the second time, he drops from the game. The cudgel continues to make its way up and down the line with one player dropping out each time. The first group to have only one player left wins and receives a "golden angel" (gold coin). Wrap hard candies in gold foil, and place in a box with an imitation gold coin pasted on the cover.

Gaffer Downthedale—In Robin's time, "Gaffer Downthedale" was considered to be a real tongue twister. Seat players in a circle with the leader in the center. The leader goes to each player asking questions. The player can only reply, "Gaffer Downthedale." Keep the questions as comical as possible.

DEVOTIONS

Subject: "Courage"

Text: Be strong, and let your heart take courage,
all you who wait for the LORD!—Psalm 31:24

Prepare a short paper which details five instances of courage as given in the Bible: as Rahab's courage in hiding Joshua's men from the king's officers in Jericho (Joshua, chapters 1-2), or Gideon's courage in tearing down an altar of Baal (Judges, chapter 6). Also include a talk on the need for courage in everyday living. Conclude with a song and the benediction.

At the conclusion of the Devotional, Robin gives three blasts on his silver horn and once more calls his men together. Thus, off they go "with a brisk step and a merry whistle" along the "dusty highway" and over "hill and dale" to return to Nottingham Town (the meeting place) where each guest sets forth on a merry adventure of his own.

★ A "May Queens" Party

A "May Queens" Party is a special Mother's Day observance for the mothers of the church.

Invitations

Since flowers are symbolic of both May Day and Mother's Day, let a spring blossom decorate the folder which carries the party invitation.

Use a pink paper folder which, when folded, measures three inches wide and three and three-fourths inches long. You also need a single sheet of blue paper which measures one-fourth inch less in width and length than the folder. Trim the edges of the blue paper with pinking shears for a pretty, scalloped border.

Trace a flower pattern in the center of the blue paper, and carefully cut around the outside edges of the design with a single-edged razor blade. Remove the cutout portion of the design. Put a drop of glue at each corner of the blue paper and paste to the top of the folder. The pink flower silhouette makes an effective contrast against the blue paper. Write the invitation message on the inside sheet of the folder.

Decorations

Unusual and attractive baskets can be made at home to hold bouquets of May flowers for decorations. For each basket use an empty salt box, oatmeal or cornmeal carton. Measure to the center of the box lengthwise and draw a line around the

box at this point. Beginning at this center line, measure off a strip one inch wide to the top of the box. This strip, when cut out, becomes the basket's handle. Cut the box in two at the center line, but leave the handle strip attached. The handle is finished by bending the strip across the box to the opposite side of the basket and securing it with a brass paper fastener.

Cover the basket with blue paper to match the party color scheme of blue and pink. Paste a flower picture cut from a magazine or catalog on one side of the basket.

Entertainment

Lullabies—If an attending mother or one of the class members is talented as a singer, ask her to sing two lullabies, such as Johannes Brahms' "Cradle Song."

Naming the Baby—Players are given pencils and pieces of paper on which the letters of the alphabet are written, one beneath the other. The players are asked to write the names of either boys or girls in each space.

Example: A-Alice, B-Bertha, C-Clarence, D-Dorothy, E-Edith, F-Francis, G-Gertrude, H-Helen, I-Ida, etc.

Mother Takes a Trip—Mother takes a trip to the following cities. The real name must be given for the city's nickname. Increase this list to suit the time to be devoted to the game.

The "City of Brotherly Love" is Philadelphia; the "Windy City" is Chicago; the "Old French Town" is New Orleans; the "Golden Gate City" is San Francisco; and the "Flour City" is Minneapolis.

How Much Does the Baby Weigh?—A cohostess may help out on this number puzzle. A guest is asked to think of a number which a baby might weigh in pounds. Then she is told to double the number, to add 1, to multiply by 5, to add 5, to multiply by 10, and to subtract 100. The guest is asked then what number she has left. The hostess guesses the baby's weight by eliminating the last two digits on the right and taking the number left.

For example, suppose the weight is 8 pounds. Doubled, it is 16. Plus 1 it is 17. Multiplied by 5 it is 85. Plus 5 it is 90. Multiplied by 10 it is 900. Minus 100 it is 800. Eliminating the two zeros on the right, the weight is 8 pounds.

Refreshments

A May pole centerpiece will be attractive and fitting for this party. At a lumber yard buy a dowel which is approximately one-half inch in diameter and twelve inches long. Enamel the rod light blue. Make a mound of molding clay in the center of a blue pottery bowl and press one end of the rod into the clay to keep it upright. Use a length of pink satin ribbon for each guest and fasten one end of these ribbons to the top of the rod with a blue-headed thumb tack.

Twist the ribbon streamers and spread fanlike around the table. The ribbon ends are held in place at each setting by a miniature nosegay made from artificial sweetheart roses, sprigs of fern, and small lace-paper doilies. If small doilies are not available, cut sections from larger ones. In the center of each nosegay place a small square card on which is written the guest's name. Between the ribbon streamers at regular intervals, place four May Queens, made from blue-tinted pipe cleaners. Tiny skirts and bonnets are fashioned from ruffled pink crepe paper. A button inside the bonnet makes a face.

Serve chicken salad sandwiches, cut diagonally to make three-cornered pieces; a fruit gelatin salad, iced tea with mint sprigs, and warm sugared bowknot rolls.

Devotions

The love of a mother for her child and the sacrifices she often makes to protect it are exemplified in the stories of Moses. The love of a daughter-in-law for her mother-in-law is found in the Book of Ruth.

Have someone read aloud the second chapter of Exodus and the first chapter of Ruth to review these beautiful love stories.

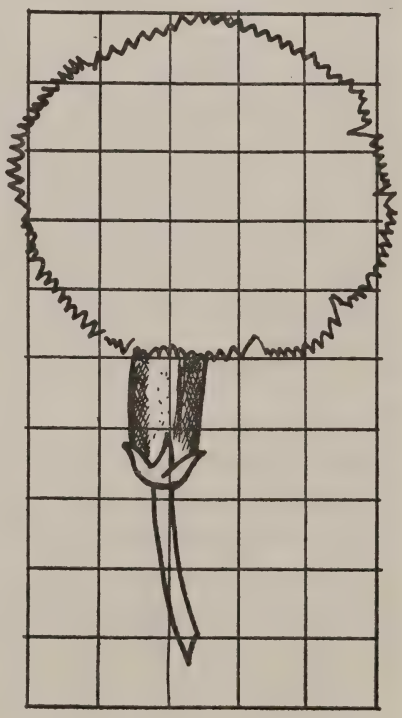
Conclude with a prayer.

★ Mother-Daughter Banquet

When mothers are guests of honor, everything should be extra special. Careful thought should be given to table arrangements, floral decorations, the menu, and the program. So that the work involved will be equally distributed, however, divide chores and delegate responsibility to separate committees.

INVITATIONS

The carnation is the official Mother's Day flower. Cut invitations from pastel pink paper using a cardboard carnation pattern with ½-inch squares, and write the message in white ink. This sets the color scheme of pink-and-white for the banquet appointments.



The Friday or Saturday night preceding Mother's Day is an appropriate time. If noon is more convenient, simply change the event from a banquet to a luncheon. Nothing else needs to be changed.

Arrange for a hospitality

committee to greet each mother upon arrival and pin a pink carnation on her shoulder. Several "official hostesses" make it their duty to see that the mothers are introduced and looked after until time to enter the dining room.

Program

Make the program short. The entertainment must be so well organized that the toastmistress can keep it moving smoothly and quickly.

Monologue—"When I Was a Girl." This is a humorous recitation of events which *could* have happened when the mothers present were girls. If you can't find an appropriate monologue, write your own.

Short Talk—"Famous Mothers"

Toast to Mothers—by a daughter

Toast to Daughters—by a mother

Lullabies—Everyone stands at the conclusion of the meal and joins in the singing of two favorite lullabies.

A benediction by one of the mothers concludes the banquet.

Menu

The cost of the banquet is an important item, therefore it is necessary to select a menu which is inexpensive yet attractive. The food should be easily prepared well ahead of time.

Use a pink cloth and matching napkins. White and pink full-blown roses make a pretty centerpiece. Use white china with pink design, if possible, or a white cloth with pastel pink pottery.

In planning the menu, give thought to contrast in texture of foods as well as pleasing color combinations.

The following menu fulfills these requirements. You may find it advisable to change some of the items to conform to your budget and conditions.

Clear Bouillon with Lemon Slices
Crisp Paprika Crackers
Oven-fried Chicken
Parsley Potatoes Orange Beets

Relish Tray
White and Whole-Wheat Rolls
Strawberry Ice Cream Cake Squares
Hot Coffee Tea

Soup—The bouillon is simple to prepare and may be prepared hours ahead of time. Cut the lemon slices, wrap them in waxed paper, and put them in the refrigerator. Spread the crackers with soft butter, sprinkle lightly with paprika, and warm them under the broiler. A large number can be heated at one time on a cooky tin.

Chicken—Use six four-pound frying chickens cut in pieces for serving.

Combine 1½ cups flour, 6 teaspoons salt, and 1½ teaspoons black pepper.

Combine 4½ cups fine dry bread crumbs and 6 teaspoons paprika.

Dip chicken pieces in flour mixture, then in undiluted evaporated milk, then roll in crumb mixture.

Pour salad oil or melted fat to a depth of one-quarter inch in bottom of baking pan. Lay chicken in pan skin side down. Bake in moderate oven (375 degrees F.) uncovered for twenty-five minutes. Turn chicken over and continue baking twenty-five minutes longer. Cover and bake for twenty minutes, or until tender.

Serve chicken warm, not hot, for the best flavor.

Potatoes—Boil nine pounds of small red potatoes in water to cover until tender. Cool and peel. Put potatoes in a shallow pan. Melt one cup butter and pour over potatoes. Reheat over hot water. Sprinkle with salt and chopped fresh parsley. Shake well to coat potatoes evenly.

The potatoes can be cooked ahead of time and kept warm over hot water. Add butter and parsley just before serving.

Beets—Heat ten cups cooked, diced beets. Drain. Combine two teaspoons salt, four tablespoons sugar, and four tablespoons cornstarch. Add slowly four cups orange juice. Cook over

medium heat until mixture thickens and has a clear look. Mixture should have consistency of thick cream. If yours is too thick, add more orange juice.

Color dark red with food coloring and add four teaspoons grated orange rind and four tablespoons butter. Stir until butter is melted. Pour over beets just before serving.

Relish Tray—Radish roses: With a thin sharp knife cut thin slices lengthwise almost through unpeeled red radishes. Chill in ice water.

Cucumber Wheels: Peel cucumber. Use a four-tined fork to score cucumbers lengthwise. Cut in thin slices crosswise. Chill to crisp.

Carrot Curls: Use tender young carrots. Shave off thin slices lengthwise with apple corer. Curl each piece around the finger, secure with a toothpick, and drop in ice water. Remove picks just before serving.

Cauliflower Flowerettes: Wash cauliflower carefully under running, cold water. Separate raw cauliflower into flowerettes. Chill in salted ice water to crisp.

Cake Squares—Use prepared white cake mix and bake in 15x10x2-inch pan. When cool, cut into twenty-four squares.

Butter frosting to pour is made by combining two tablespoons soft butter, one and one-half tablespoons cream, and one-half teaspoon vanilla for each cup of sifted confectioner's sugar (firmly packed).

Arrange cakes on waxed paper, leaving room for icing to reach all sides. Pour icing over cakes and allow to stand overnight.

The pink sugar rosebuds likewise may be made the day before the banquet. If you don't have a cake decorator set, you may prefer to have these rosebuds made by a local bakery shop. The charge should be small.

When ready to serve, top each square with a rosebud.

Quantity—All of the recipes given are correct proportions for twenty-four servings. If your guest list is more or less, you can make the proper adjustments.

★ Brunch Party

A brunch is an easy, informal way to entertain during the month of May. It combines a company breakfast and luncheon, incorporating the best features of each. It is a nice way to compliment a high school graduate or a bride-to-be, a visiting relative or a friend.

The menu may be uncomplicated and easy to prepare, or may consist of real gourmet food, as the hostess wishes.

Brunch-time entertainment fits nicely into a limited budget. Dishes served at this hour seldom fall in the expensive category, and the variety of foods is kept to a minimum. Inexpensive cotton place mats, informal china, and casual glassware are perfect for the brunch. Service can be buffet style or at the dining table, whichever is more convenient for the hostess.

Invitations

The invitation is a folder of white paper decorated as you wish. To inject an informal note, try a cartoon on the cover.

On the inside sheet write this message:

COME TO BRUNCH
11:30 A.M.
May __, 19__
1116 East Franklin Street

Menu

The menu for a brunch is determined by the hour. A mid-morning hour—ten-thirty or eleven o'clock—requires breakfast

dishes. If the invitation specifies high noon or twelve-thirty, the menu favors luncheon dishes.

Every good cook has many ideas for dishes that fit into a brunch menu, but for the hostess who is giving her first brunch we have planned an entire menu. This, of course, can be changed to fit definite requirements.

Fresh Fruit Compote
Chicken Imperial in Puffed Shells
Molded Cranberry Salad
Assorted Relishes
Coffee

A favorite way to begin any brunch is with fresh fruits and juices. A compote of fruits in season is a particularly festive choice.

Chicken imperial in puffed shells is a good dish for late morning entertaining. It's a real party dish and looks every bit as good as it tastes.

Puffed Shells—Measure ½ cup water, ¼ cup butter or margarine, and ⅛ teaspoon salt into a small saucepan. Bring it to a boil. Add ½ cup sifted flour, all at one time, and stir over low heat until mixture is thick and leaves the sides of the pan, forming a compact ball. Remove from heat. Cool two minutes. Next, add one unbeaten egg, stirring to mix, then beating until mixture is smooth and shiny. Add a second unbeaten egg, and beat again until batter looks satiny.

Drop six mounds of batter, two inches apart, on ungreased baking sheet. Bake at 375 degrees F. for forty-five to fifty minutes. Remove from oven. Quickly cut a slit in side of each puff and return to oven for ten minutes. Cool on cake rack.

These puffs may be baked a day ahead of time. Just before being served, heat them in a 350 degree F. oven for ten minutes. To serve, cut tops from puffs and fill with chicken mixture. Replace tops and serve at once.

Chicken Filling—Melt ¼ cup butter or margarine in a saucepan. Stir in ¼ cup flour and mix until smooth. Add 1 four-

ounce can mushroom liquor plus enough milk to make 2 cups. Stir constantly until thickened. Season with salt and pepper. Fold in 1½ cups cooked diced chicken and the mushrooms. Heat thoroughly but do not boil. Add a little of the hot mixture to a beaten egg, then add egg to creamed mixture slowly while stirring. Cook over gentle heat one minute, stirring constantly. Fill into hot puffed shells.

For an early-morning brunch serve blueberry pancakes with orange sauce. These make any brunch a memorable occasion.

Pancake Rolls—To a standard pancake recipe, calling for 2 cups sifted flour, add 1 cup fresh or well-drained blueberries just before pouring batter on the griddle. Turn only once. When cake is done, remove to cake rack and spread with softened butter or margarine and sprinkle with 1½ teaspoons sugar. Roll up, letting roll lie so rolled edge is underneath. Prepare each pancake the same way. Squeeze a few drops of lemon juice over the tops of rolls and sprinkle lightly with sugar. Set under a broiler or into a hot oven (425 degrees F.) for a few minutes to heat pancakes through and melt sugar topping. Serve hot with hot orange sauce.

Precooked pancakes can be baked and rolled the day before serving. When needed, squeeze lemon juice over them, sprinkle with sugar and heat in oven. They may also be wrapped and stored in freezer. When needed, remove from freezer and unwrap. Place on shallow pan. Squeeze on lemon juice, sprinkle with sugar, and cover loosely with foil. Heat in 350 degree F. oven for twenty-five to thirty minutes.

Orange Sauce—Bring 2 cups orange juice and 1 tablespoon lemon juice to a boil. Mix 3 tablespoons cornstarch and 2 tablespoons cold water to form a smooth paste. Add to hot liquid, stirring constantly. Bring to a boil and cook one minute. Add ½ cup sugar. Bring to boil again while stirring. Remove from heat and add 1 tablespoon butter or margarine, and stir until blended. Serve hot over the blueberry pancakes.

★ The 3F's of Picnicking

School is out, vacations are beginning, and for the next three months one of the most popular types of group recreation will be picnics. It may take the form of a beach party, an outing in the woods, a bicycle hike, or a backyard barbecue. Regardless of its theme or purpose, it should have the three essentials of picnicking—food, fun, and friends.

FOOD

Many types of containers are available for getting food to the picnic grounds in first-class condition. There are baskets equipped with everything from cups to silverware. There are many styles of reinforced plastic hampers which are self-insulated. Paper plates are now waterproof, which makes them almost as satisfactory as china. Thermos bottles and jugs of all capacities will transport hot and cold drinks to the picnic at the right temperature.

Such equipment is not expensive when purchased for group use. A contribution from each member does not place a burden on anyone. Some groups have been successful in sponsoring money-making projects for the purchase of recreational supplies.

Picnic food should be tasty and fresh. Plan carefully to by-pass the conventional ham sandwich, potato chips, and bottled pop. Strive for variety even if it means serving familiar foods in a new way.

The home freezer makes picnic sandwiches a pleasure to prepare. They can be made at any convenient time—maybe days before the picnic. Bread and fillings may be frozen separately,

and kept for as long as fourteen to twenty-one days. The packages should be put in the picnic hamper frozen. They will be thawed, tasty, and fresh within three or four hours.

Since mayonnaise and salad dressing make bread soggy, choose butter, cream cheese, or peanut butter as alternate spreads for freezer sandwiches. Suitable fillings are cheese and meat combinations and chicken or turkey salad. Salad dressing or thick cream can be used to bind ground ingredients together provided the filling is not soft enough to soak into the bread. Do not freeze boiled eggs, lettuce, or tomatoes. Take these to the picnic and serve fresh. Add pickles, pimiento, green olives, and lemon juice to sandwich fillings for freshness and variety.

Give your picnic sandwiches further interest by using several kinds of bread. Try combining two kinds of bread for one sandwich.

If you think of frankfurters only in terms of "hot dogs," experiment with finely chopped frankfurters, pickled relish, and mustard-mayonnaise on whole wheat bread. Try combining ground baked ham with coarsely chopped pecans and salad dressing.

Nut bread fillings include (1) cream cheese, nut, and strawberry preserves; (2) peanut butter, orange juice, and raisins; and (3) sieved cottage cheese and chopped cooked dried prunes moistened with a little lemon juice.

Do not overlook vegetables. Popular combinations are (1) grated raw carrots, chopped raisins or peanuts, ground cabbage, and salad dressing; (2) green pepper, hard-boiled eggs, pimiento, shredded lettuce; and (3) green beans, celery, onion, catsup, and mustard.

It is well to inject a surprise into the food when possible. This can be done with what its Virginia inventor calls a "Blind Sandwich." To make one, use three slices of bread. Remove the inside from one slice, leaving only the outside crust intact. Spread the bottom slice with soft butter, then place the open crust over this. Fill the crust with the prepared filling and top

with the third slice (also buttered). This makes an almost leak-proof sandwich even for salad-type fillings.

A holiday motif can be emphasized by cutting a bell, flag, etc., from the center of a slice of white bread and a whole-wheat slice and replacing the cutouts in reverse order.

A ribbon sandwich loaf is an excellent way to carry out a color scheme of two or three colors, either by using colored breads or colored fillings.

A well-proportioned menu contains something cold, something hot, something crisp, something soft. Contrast in both texture of food and food color is important.

For those cook-on-the-spot picnics, make an inexpensive stove for charcoal cooking from a two-gallon galvanized pail, a tin wash basin, and a piece of hardware cloth cut one inch larger in diameter than the basin. Cut a flap door in one side of the pail for draft control. Punch holes evenly over bottom of basin. Fit basin over opening of pail. Put charcoal in basin and light. When the coals are glowing, place the hardware cloth grate over the basin and arrange on the grate the food to be cooked.

In addition to steaks and kabobs, try grilling individual pieces of chicken. When using a wood fire, include fresh ears of corn and potatoes. Leave corn in the husks, or shuck and wrap in heavy-duty aluminum cooking foil. Wash the potatoes, but do not peel. Wrap in foil. To reduce the cooking time for the potatoes, place a buttered aluminum skewer lengthwise through the potato so that both ends of skewer protrude.

Straighten wire coat hangers to make hot-dog roasting "sticks." A word of caution is timely concerning sticks made at the picnic site. Choose only sweet wood, and one which isn't poisonous.

To turn bottled "pop" into professional-looking sodas right at the picnic table, scoop ice cream into glasses, shake pop bottles, and fill glasses. Have plenty of straws available.

Make a picnic check list to insure having everything you'll need. Attach the list to the inside of picnic hamper with transparent tape for ready reference.

Fun

Portable games such as horseshoe pitching sets, bats and balls, and archery equipment can be taken to the picnic. Small boxed games like scrabble, checkers and monopoly may be taken along. It is a good idea to take along a game book for ideas for relays, word quizzes, and quiet and active games.

If yours is a night picnic in the backyard, discourage insects with the yellow bulbs designed for that purpose.

If your picnic is a hike, wear suitable clothes.

Your fun at the beach will be increased if you observe these safety rules:

1. Do not overload boats. 2. Be sure boats are well-constructed and in good repair. 3. Take life-saving equipment. 4. Have more than one person aboard who is capable of getting a boat back to shore. 5. Know what to do in case of an emergency. 6. Never dive in water where depth is unknown. 7. Participate in water sports only in safe areas.

To help the next group have fun, clean up the picnic grounds before you leave. Put out all fires. Do not leave until coals are completely cold. Don't guess about this. Be sure.

Friends

Invite friends who are congenial and good sports. If you are having a group picnic, make everybody pitch in and help.

To keep your picnic from being just "another" picnic, give it a specific theme and purpose. Instead of just any picnic spot, choose one where the flowers, trees, or birds are a special attraction. Then flowers, trees, or birds can be your theme. Vary the mode of transportation. Instead of going in cars, try walking, riding bicycles, or going in hay-filled wagons.

Then before returning home, pause for a brief devotional service, for nowhere is God's presence more in evidence than in the great outdoors. Sing two or three hymns and repeat together a prayer.

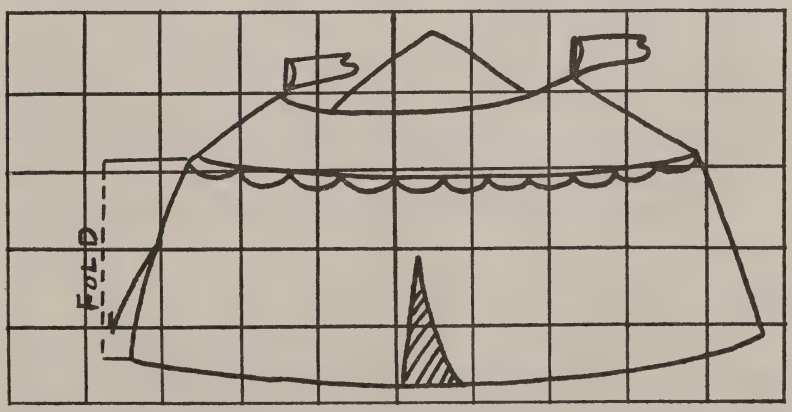
★ Summer Carnival

"Ladeez and Gentulmen!"

Dress your side-show barker in a costume of many colors, with a clown's hat of crepe paper ruffles and pompons. Stand him outside the door armed with a megaphone and instructions to give each arrival a typical spiel in a loud, strident voice. Let calliope music echo from within the house, and your summer carnival is under way. It's an evening when noise, foolishness, and fun predominate.

INVITATIONS

Cut brown paper folders tent-shaped using ½-inch squares, and draw in details with red ink. On the inside write this message, using green and purple inks alternately for a carnival effect:



Right this way, folks,
To the Carnival fun,
Hurry! Hurry! Hurry!
The show has begun.

Add the time, place, and date.

Decorations

Use a hidden record player to supply the calliope music. Select a male guest to imitate a side-show barker. Improvise a carnival tent awning over the front door, using white and red cotton strips of cloth sewed together and fastened on a wire frame. Scallop the edge of the awning with pinking shears for a decorative border and to eliminate hemming.

Unless the party room is large, plan to use two rooms. Use an awning similar to that on the outside entrance above the door entering the second party room, as well as the dining room where the refreshments are served.

Convert each corner of the room into a side show. Nail a piece of wood diagonally from wall to wall about three feet from the ceiling. From this, hang floor-length strips of brown paper for a side-show tent front. On each side of the entrance, tack large placards.

The different corners become such attractions as "A Man's Best Friend." Looking inside the "tent" a guest sees a mirror reflecting his own image.

Ideas for other attractions are "The First Air-Conditioning System" (a paper fan); "See the Saddest Bird" (picture of a *blue* jay); "Dates for Everyone" (a bowl of sugar dates); and "Watch Time Run" (an hourglass). Do some thinking yourself on these sideshow attractions.

Don't forget balloons in your decorations. Put them everywhere.

Games

Matching Partners—As each guest arrives, have the barker give him a ticket to the attractions inside. The tickets are small

pieces of cardboard on which are written go-together words for matching partners later. Before the first game, the players are told to find their partners by finding persons of the opposite sex who hold cards matching theirs. The words are taken from character names familiar to the carnival world. Examples: Juggling clown, Tightrope walker, Bareback rider, ringmaster, Side-show barker, Trapeze performer, Sword swallower, and Weight guesser.

Double Fun—Each couple matched with the cards compete together. A player named by the hostess acts as quiz master. The first couple is asked a question, and given an opportunity to answer alternately within the time limit. For each correct answer given during that time, the players receive a score of 5. If ten correct answers are given, the couple's score would be 50. The couple making the highest score wins. Suitable questions include:

1. Name foods beginning with the letter "C."
2. Name the Presidents of the United States.
3. Name the state capitals.
4. Give girls' names beginning with the letter "K."
5. Name the Books of the Bible.

Either the boy or girl begins answering, followed by the other. Neither can answer unless it is his (or her) turn.

The Juggling Clown—Ask the players to imagine a clown juggling thirteen balls in the air at one time, each ball having a letter in "Juggling Clown" printed on its side. Players are given pencils and paper and the player completing the longest list of words spelled only with the letters on the balls, within a specified time, is the winner. Sample words: lug, gun, gown, glow, now, gin, win, low, jig, jug.

Balance the Man on the Flying Trapeze—Cut the small figure of a trapeze performer from cardboard and decorate with water colors. (If you can find a suitable picture in a magazine or a child's color book, mount it on cardboard and cut around the outline.) Fasten to the small end of a bottle cork. The

performer and cork should correspond in size.

Players are divided into groups and the leader of each group is furnished with a trapeze performer. A player balances the cork (supporting the trapeze performer) on the tip of his right forefinger and attempts to walk across the room and back to his line without letting the performer drop to the floor.

Players in each group take turns, and the group which finishes first wins. If a player drops the performer, he must return to the starting line and begin over.

Ouch—This is a game of speed, and is much funnier than it may sound. Players are seated around the room in a circle (on the floor if there aren't enough chairs), and the leader stands in the center. As the leader points toward the first player, the first player calls out 1, the second player calls out 2, the third player calls out 3, and so on until 5 who says, "Ouch," instead of 5. If he fails to do so and says, "5," he is dropped from the game. The counting continues with "Ouch" taking the place of every number which contains any multiple of 5, as: 5, 10, 15, 20, etc. The last player remaining is the winner. Play the game fast, and skip from player to player to provoke confusion.

Featherweight Lifting—Divide players into groups. Arrange two bowls filled with toothpicks on a table. Beside each bowl place a pop bottle. Using two toothpicks for tongs (holding one in each hand), a player lifts a toothpick from the bowl and drops it into the bottle. When he has succeeded, the second player tries. Group members take turns, and the group finishing first wins.

Refreshments

Serve pink lemonade, clown head cookies, and carnival salad.

To make the lemonade, squeeze 18 lemons. Combine 3 cups sugar, 4½ cups water, and the lemon skins in a covered saucepan and simmer 5 minutes. Cool. Remove skins. Add lemon juice, 4½ quarts water, and additional sugar, if needed. Color with food coloring to a frosty pink. Fill glasses one third full of snow ice and finish filling with chilled lemon mixture. Serve

with green-and-white drinking straws. Serves 18.

Use a favorite icebox cookie recipe. Make cookie roll at least four inches in diameter. Chill thoroughly. Slice and bake. When cool, give each cookie a clown head decoration using a powdered sugar icing and a waxed paper cone decorating tube. Practice on the back of a pie tin until you have the hole in the cone the right size. The icing can be scraped from the tin and reused.

The salad is molded layers of colored gelatin. Pour a thin layer of lime gelatin in the bottom of container and chill. Add a layer of raspberry gelatin and chill. Follow with thin layers of lemon and strawberry, chilling after each addition. Unmold and serve on lettuce leaf.

Paper tablecloth, napkins and plates, preferably with carnival designs, should be used.

Centerpiece—To make a carnival wagon for your centerpiece, frost an oblong plain cake with green icing. This is the base of the wagon. Make green icing spokes on four large sugar cookies. Punch tiny holes in the center of the cookies and secure to the cake with toothpicks for the wagon wheels.

Put four peppermint candy sticks at each corner with other sticks of equal length evenly spaced around the edge.

Cut a red cardboard top the same size as the cake. Flute a strip of green crepe paper and glue to the edge. Then adjust atop the candy sticks. If you have a ceramic carnival figure or colored circus cutouts, group these around the wagon.

Place Card Favor—For each place card favor, cut side tabs from a rubber jar ring and cover rings with strips of green paper. Cut elephants, seals, clowns, and other carnival characters from colored paper. Glue a cardboard hinge to the back to hold character upright. Place one figure in each ring. Write guest's name across front.

Devotions

Devote fifteen minutes to a Bible quiz. Follow with the singing of a hymn. Conclude with the benediction.

★ Here Comes the Bride

All the world loves a bride and, of course, you'll want to honor your altarbound friend with a shower. But make it a complete party with a theme, color scheme, and games.

Let informality be the keynote, and concentrate on everyone's having fun. Limit your guest list to friends of the bride-to-be.

INVITATIONS

Make a cardboard pattern of an umbrella and cut the invitation from yellow paper. Write the message in white ink, as follows:

Cupid is entertaining
Next Friday night at eight,
It's a (kitchen) shower for (Mary),
So please make it a date.

Include your name and address.

While guests are arriving, have someone at the piano softly playing selections such as "Love's Old Sweet Song."

Since this is a combination recipe and kitchen shower, let early arrivals spend the time writing favorite recipes in a scrapbook. (Notify the guests about this before the party.)

Select a scrapbook with a plain cover. Cut yellow construction paper to fit, then paste. Hold in place with heavy books until dry. Cut a spoon and fork silhouette (or similar kitchen designs) from white paper and glue in place on the cover. Coat with clear shellac.

As a second memento of the occasion have each guest embroider her name on a tea towel during the party. This is presented with the other gifts.

Games

The number and variety of games will depend on the number of guests present. The following two games, however, can be played by either small or large groups if the sheets are mimeographed.

Kitchen Kupboard—Ask players to fill the blanks with the names of items usually found in the kitchen. The name of the groom-to-be is filled in where indicated at the time the sheet is typed.

"(*Groom's name*) was 'the _____ of the earth,' so they say, and believing that 'variety is the _____ of life,' he visited a _____ plantation looking for work. 'Soon, I'll be rich,' he said.

"But the plantation owner thought (*groom's name*) was a slow worker. 'You'll have to _____ up if you want to succeed,' he told him.

"But it wasn't long until (*groom's name*) met a maiden, the fairest _____ in the plantation garden. She suited him to a _____.

"And before summer ended, she became his bride."

(Salt, spice, sugar, pepper, flour, tea.)

Shopping List—Every bride must equip her new kitchen. She will need the following items. Ask players to supply the missing words.

1. Paring ____
2. Mixing ____
3. Measuring ____
4. Egg ____
5. Tea ____
6. Potato ____
7. Rolling ____
8. Can ____
9. Biscuit ____
10. Flour ____

(Knife, bowl, cups or spoons, beater, strainer, masher, pin, opener, cutter, sifter.)

Gifts

Cover a large pot (wash kettle if you can find one) with yellow crepe paper. This holds the gifts.

Make an arc on one side of the room from heavy cardboard, and cover with ribbons—yellow for the bride-to-be, white for the others.

When instructed to find the pot of gold at the end of the rainbow, each guest is given a ribbon. The yellow ribbon goes to the honoree, who follows it to find her pot of gifts.

Refreshments

The refreshment table should be as pretty as you can make it.

Use a centerpiece of yellow roses in a white container. Cover the table with a white cloth and use yellow napkins.

Serve pineapple-lemon punch and nosegay cupcakes.

To make enough punch for 18 cups, combine 3 pints of unsweetened pineapple juice and the juice of 4 lemons, 4 oranges, and 4 limes with 1 cup sugar. Chill thoroughly.

Just before serving add 2 quarts of golden ginger ale and 1 quart of plain soda water. Tint a delicate yellow. Serve with thin slices of lemon floating on top.

To make 18 cupcakes, sift cake flour, then measure 1⅓ cups into sifter with 1⅓ teaspoons baking powder and ½ teaspoon salt. Sift together three times. Beat 4 eggs with rotary beater until very thick and light (about 5 minutes). Add 1⅓ cups sugar gradually, beating constantly. Add 2½ teaspoons lemon juice. Fold in flour, a small amount at a time. Add ½ cup hot milk and stir quickly until thoroughly blended. Turn batter into greased muffin pans, filling them half full. Bake in a moderate oven (375 degrees F.) 15 minutes, or until done.

Remove cupcakes from oven and let stand until cool. Remove from pans. Frost each cupcake with white seven-minute frosting and cover completely with coconut which has been tinted yellow. Top each cake with a fresh yellow rosebud.

To tint coconut, place 2 teaspoons milk in bowl. Add two drops of yellow vegetable coloring and mix well. Add 3 cups

shredded coconut, and toss with a fork until coconut is completely and evenly tinted.

Favors—Nosegay favors are made from white paper doilies and clusters of small yellow flowers (real or artificial). Tie bows with narrow ribbon.

Place Cards—Cut out pie-shaped section on one side of a small white paper doily. Use as pattern and cut lining (one-inch less in diameter) from yellow crepe paper. Paste edges to give doily a conical shape. Do the same with the lining. When dry, slip lining into the doily cone. Make an umbrella handle from a straw sipper, either solid white or white and yellow striped. Tie yellow ribbon bows on top of umbrella and on handle. Place card is slipped between umbrella handle and napkin.

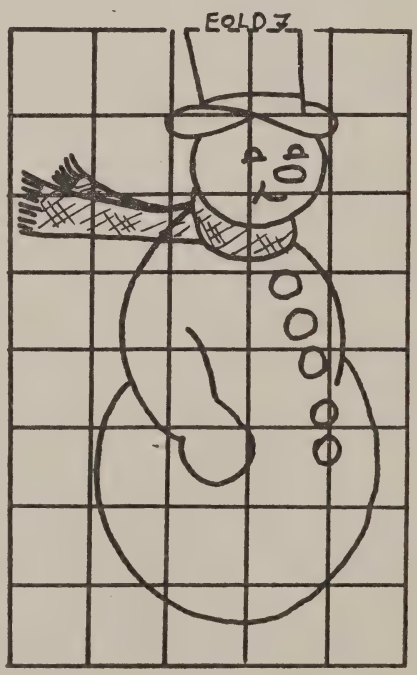
Following refreshments, the guests return to the living room for a sing-song of favorite melodies before leaving for home.

★ A Cool! Cool! Cool! Party

Invitation

A snowman cutout carries the invitation message. This is made from a white folder with the verse written on the inside sheet. Cut a narrow strip of cotton print, fringe the ends, and knot around the snowman's neck for a scarf. The facial features, as well as buttons and hat, are drawn with ink. Use ½-inch squares in your snowman pattern to make the finished invitation measure 1¾ x 3¾ inches.

This chilly little snowman
Says to forget the weather,
And come to my house Friday next
For a C-O-O-L get-together!
Time _____ Place _____



Decorations

Room decorations include everything you can think of which pertain to cold weather—large snowballs made from cotton and covered with leftover Christmas snow; Eskimo figures cut from children's color books and mounted on heavy cardboard. In fact, an arctic

scene complete with Eskimos, igloos, and dog sleds arranged on a snow (cotton) base would make an interesting arrangement for the mantel or a large table.

Fans, too, help carry out the cool theme. Any number of these can be made from strips of wallpaper. Simply fold the paper back and forth on itself (accordion-fashion) in half-inch folds. To make a fan fireplace screen or a fan centerpiece for the refreshment table, use one-inch folds. The table fan is made from a piece of paper eighteen inches long and sixteen inches wide. After the paper is folded, gather the folds together at one end and secure with a bow of colored ribbon.

Snowflakes cut from paper doilies and suspended from the ceiling on white threads will add to the cool effect.

Games

Ice Skaters' Relay—You need two ice-skater cutouts for this game. To make one skater, fold a piece of medium-weight cardboard and place a paper pattern so that the top of the skater's head is even with the fold in the cardboard. The figure can be made to stand upright by spreading the feet sections one inch apart. Divide players into two groups, and give each group one of the skaters.

The skaters are placed at a starting point on the bare top of a long table. Each starting player is given a small fan. The object of the game is to move the skater the length of the table top by fanning with the fan. If the skater falls over, return him to the starting point and begin again. Each player in a group must have a turn at fanning the skater to the opposite end of the table, where it is picked up and carried back to the starting point where the next player takes over. The group which finishes first wins.

Snowman Artists—Give each player a piece of white paper, a pencil, and a small ball of cotton. On a card table arrange glue pots and an assortment of pictures cut from magazines which are suitable for making a snowman. Include such items as snow shovels, pipes, buttons, mittens, hats, scarves, and dots for

eyes, nose, and mouth. Set a time limit, then award a prize to the best snowman artist. The snowmen are returned to the artists after the judging, as souvenirs of the party.

Fan Toss—Suspend a large hoop in a doorway, and give two players fans of the palm-leaf variety. (If you do not have these, use strong cardboard ones.) A player uses a fan in each hand. A small rubber ball is tossed back and forth by the players through the hoop. When a player fails to hit the ball or misses the hoop, he must give his fan to another player. The last player who remains is the winner.

The Psychic Eskimo—Dress one player in an Eskimo costume and arrange for a second player to act as his confederate. The psychic Eskimo leaves the room, and the group decide on one object for the Eskimo to identify when he returns. When the Eskimo comes back into the room, the confederate begins to name articles, to which the Eskimo says, "Yes," or "No," depending on whether it is the chosen object.

Beforehand, the Eskimo and his confederate have arranged a signal to give the Eskimo a clue. Just before the chosen object is named, the confederate always names an object which has red as one of its colors. Of course, any color can be used, but it is well to select a color which has sufficient representation in the room to make the game interesting.

A Cool Conversation—The leader begins this game by turning to the player on his left and saying a sentence in which there is a word which has "ice" as one of its syllables. The second player replies to the leader, also using a word with "ice" in it. Then the second player turns to the player on his left and the game continues as long as anyone can think of "ice" words, or until the hostess feels the game has continued long enough. The cool conversations may proceed as follows:

Leader: "What advICE would you give a schoolteacher?"
Second Player: "Be nICE to the children."
Third Player: "How many times has AlICE been to town?"
Fourth Player: "TwICE."

Cold Categories—End the game period with a pencil-and-paper quiz just before refreshments are served. Give each player a paper on which you have marked off spaces for different categories, as Bird, Song, Name, Book, and State. The object of the game is for the player to write in the name of a bird, for instance, which begins with the letters, C, O, L, and D. Samples: Cardinal, Oriole, Lark, Dipper.

The same method is followed for the other categories. The player with the longest correct list is the winner.

Refreshments

Use the cool color scheme of white and green in the refreshments and table appointments. Cover the table with a white cloth, and at each end place green glass bowls filled with white flowers. Make the fan centerpiece from a harmonizing green paper.

Serve icicle radishes, "cool as a cucumber" salad, green olives, snowballade, party crackers, and cake squares covered with white frosting and decorated with green icing.

Use the long, white radishes available at this season of the year. The salad is made of diced cucumbers, green onion rings, cottage cheese, and chopped pimiento seasoned with salt and tossed with French dressing. Serve individually on lettuce leaves.

The snowballade is made by adding a spoonful of pineapple sherbet to a glass of limeade just before serving.

Polar bear cutouts serve as place cards. Make small paper fans as favors for the girls, following instructions already given. Favors for the boys are popcorn snowmen. Two balls make his body, and a smaller ball makes his head. Join these together with toothpicks. Features are raisins with a bit of well-drained maraschino cherry for the mouth.

Devotions

Subject: "Courage"
Text: Deuteronomy 31:6

Discuss "Christian Courage," "Why Young Christians Need to Be Strong," and "Examples of Christian Courage in Biblical Times." This devotional period is a sequel to the one discussed in "A Robin Hood Picnic," but it is such a vital issue to young Christians today that two, or even more, discussions will be beneficial.

Conclude with a song and prayer.

★ Hawaiian Hoolaulea

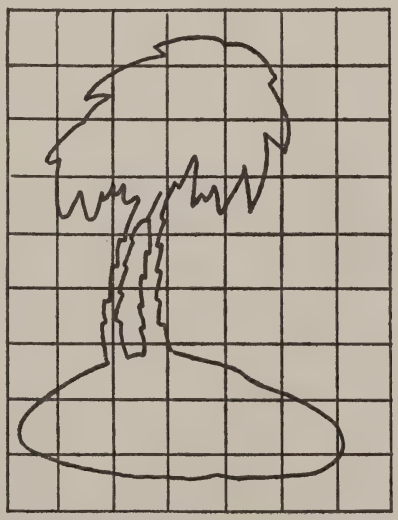
Hoolaulea means, "a gathering for fun" and it gives the hostess a perfect theme for an informal, summer party in a gay, tropical atmosphere. Give guests the thrill of mental vagabonding; let flowers, sweet music, and good food help transport the enchantment of the South Seas to your patio or porch.

It is unlikely that you will be able to duplicate Hawaii's famed banyans, flame trees, or gnarled baus, but if you live in the South you can substitute red or purple bougainvillaea, a dozen colors of oleanders, and exotic pink hibiscus. If you live in the North, make your palm trees from flameproof crepe paper. Make leis from real or artificial flowers.

INVITATIONS

Cut invitations from stiff white paper using a palm tree design of ½-inch squares. Color the trunk brown and the fronds green. On the "island" write this message in green ink:

Sail on the SS "Aloha" and come to our *lanai* next Friday evening at six o'clock.
Name _____
Address _____



Although you lack a *lanai* (patio or porch), you still can have a Hawaiian party outdoors. Every effort should be made to keep it an outdoor affair, beginning at least two hours before sundown.

Decorations

Leis—As each person arrives, place a lei, the Hawaiian necklace, around his neck. If you make them from carnations, buy the small second-grade flowers. Cut the stem just below the blossom, and string the flower heads by placing the needle in the flower and pushing it out through the green calyx. Other flowers, however, are just as pretty as carnations for making leis. Stock, jasmine, pinks, asters, pompon dahlias, daisies, small roses, and marguerites do well. It is wise to avoid such heavy-scented flowers as marigolds. Hasten the stringing job by using a stout needle and thread. Measure carefully. The lei should be long enough to slip easily over the head.

If the party budget won't permit fresh flowers, you can make pretty leis from crepe paper or wood fiber. Cut 3-inch circles from paper with pinking shears (for notched edge), and string through center of circles. To ruffle the edges slightly, hold edge of paper between thumb and forefinger of both hands. Push away from you with one hand, and forward (toward you) with the other.

Decorations

Make a door decoration from fresh pineapples and glossy green leaves by following the directions for making a Christmas wreath.

Anything which is suggestive of the tropics is suitable for decorations. This includes masses of bamboo, coconut palm fronds, fresh coconuts, driftwood, miniature grass shacks, fishing nets, sea shells, trailing vines, glossy leaves and, of course, all the flowers you can beg or buy. Iris and gladiolus make good stand-ins for orchids. Hollyhocks are the poor man's hibiscus. Calla lilies and cannas are similar to anthuriums. And such plants as

babies'-breath and wild Queen Ann's lace will give the flower arrangements a frothy look, so necessary for tropical atmosphere.

A lavish display of green foliage and a minimum of flowers will adequately provide a lush, tropical island effect. Ivy, sweet potato vines, and smilax used with sword ferns or brakes make inexpensive decorations.

In addition to flowers and foliage, borrow an assortment of travel bureau brochures from airline or steamship office. Try, also, to get some of the large, stand-up posters which travel bureaus use in display windows.

Accumulate an assortment of records of Hawaiian melodies. Incense will provide a sweet-scented air. Just remember that informality is the keynote of tropical entertaining.

Games

This is the time to play games which have been popular with your guests in the past. However, if you wish to include some new ones, here are several suggestions.

I'm Going to Hawaii—The person chosen to be It stands in the center of the room, quickly points a finger toward one player and says, "I'm going to Hawaii." Then while It counts rapidly to ten, the chosen player must name two items which begin the with letter "H." If the player fails to do so, he is dropped from the game. Then It turns to the second player, repeats the sentence, and starts counting. No item can be repeated. Any player who repeats must take It's place, and the game continues.

Deep-Sea Fishing—Distribute sheets of paper on which are written the jumbled names of five fish. The players are told these fish are popular with Hawaiian sports enthusiasts. Their job is to unscramble them.

1. drowsshif
2. abucarrad
3. natu
4. poldhin
5. nitoob

(1. swordfish, 2. barracuda, 3. tuna, 4. dolphin, 5. bonito.)

Island Jumping—Place six islands on the floor, jumping distance apart. The islands may be irregular cardboard cutouts. A player jumps blindfolded from island to island. Give the islands real names: Kauai, Oahu, Lanai, Kahoolawe, Maui, and Molokai.

Refreshments

The food should be simple enough so that it will require little work either in the preparation or serving. Try to supplement the suggestions given here with your own original touches.

Arrange two tables in an L-shape in one corner with tall palm trees at each end. Hang a tropical print cloth (or paper) on the walls as background. For easy and colorful table covering, use a large, pastel paper tablecloth, and small-sized, print-pattern paper napkins. (This L-shaped buffet can be used outdoors by using trees or a hedge as the background.)

Build a high centerpiece at one corner, using tall candles of various lengths, flowers, bananas, pineapples, coconuts, avocados, nuts, grapes, and magnolia or lemon leaves (or any large, glossy foliage).

Use shells, leaf-shaped pottery, or wooden bowls as food containers. Set a glass punch bowl on a mat of ferns, and bank flowers around the base. For the Hawaiian touch, float one or two gardenias in the punch.

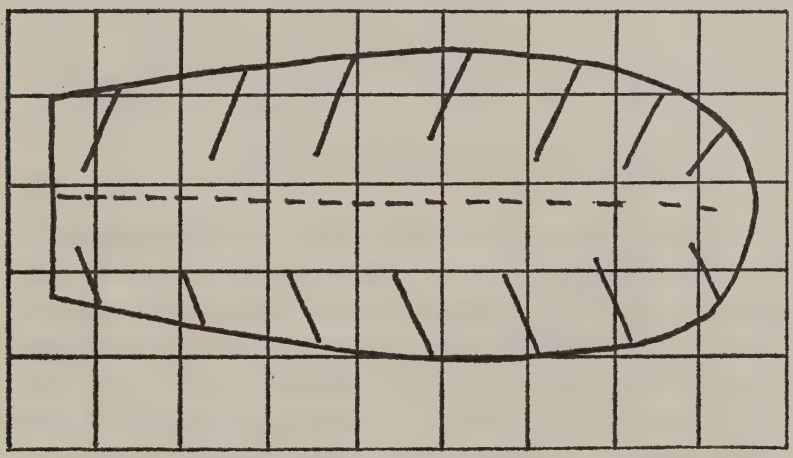
Serve Honolulu punch with frosty fruit floats, assorted canapes, salted peanuts in outrigger paper canoes, and coconut chips in coconut shells.

The day before the party, put one or more cans of fruit cocktail to freeze. Just before serving time, open both ends of can, slip out the jewel-bright frozen cylinder, and float it in the bowl of chilled punch. The punch is made by combining two parts of chilled, unsweetened pineapple juice with one part of chilled ginger ale. Add enough maraschino cherry juice to tint the punch a very delicate pink color.

Canapes are bite-sized squares, fingers, or circles of thinly sliced bread spread with a well-seasoned mixture. The kinds of

fillings you may use are unlimited; therefore, use your favorites or look for others in a good cookbook. Select at least six mixtures to provide variety, and since each canape is only bite-sized, prepare plenty. Usually, these fillings are prepared in advance and kept chilled in the refrigerator until serving time.

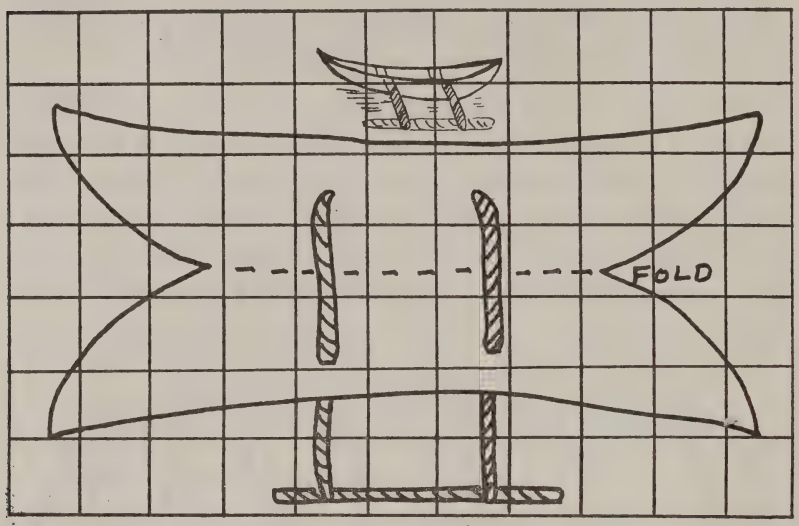
Palm Tree—To make a large palm tree, use a two- by four-inch piece of lumber for the trunk. Make sixteen big leaves for each tree. Make a pattern for the leaves using 3-inch squares. Cut green flameproof crepe paper into strips ten inches wide; stretch slightly, cut in 25-inch lengths. Round off one end and slash sides diagonally as indicated by black lines on pattern.



Thread No. 15 wire through center of each leaf (dotted line on pattern). Bend back tip ends of wire and fasten with transparent tape. Wire leaves together at top of trunk. Cut brown flameproof crepe paper in strips eight inches wide. Ruffle one edge (see directions for making leis). Beginning at top, wrap trunk spirally, having fluted edges up.

For trunks of tiny palm trees, use pipe-stem cleaners cut various lengths, dipped in brown dye and dried. Peel back fuzz at one end, leaving a bit of exposed wire. On this wire, impale the ends of eight tiny palm fronds cut from green paper. Anchor base

of small trees in modeling clay and bend slightly for a palmlike effect.

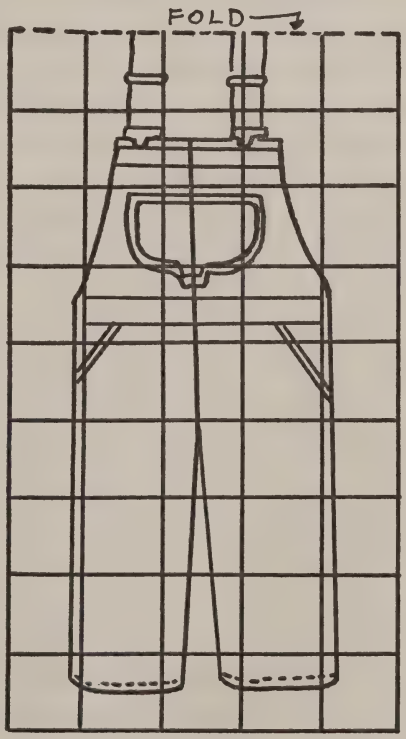


Canoe Nut Cups—An outrigger canoe, similar to those found in the Waikiki's famous surf, is made from brown paper to hold salted peanuts. Cut canoe, following pattern using ¾-inch squares, and staple ends together to form boat. The outrigger is fine wire wrapped in brown tissue paper.

This party takes more preparation than most, but the atmosphere is so important that it is time well spent.

★ Summer Hayride

A summer hayride combines all the thrills of a trip to the country, a costume party, and a picnic. This is an occasion when the fun is magnified in proportion to the size of the crowd. Naturally, the number of guests is limited to transportation accommodations, but even though it means using two wagons, make the crowd a large one.



Invitations

Guests enjoy a hayride most when dressed properly, so suggest that they come ready to rough it. This idea could begin with the invitations. Cut these from folded blue paper using an overall pattern drawn with ½-inch squares. Draw in details on the top sheet with white ink. Inside, write the message.

Country Jacks and Country Jills,
Oh, what fun to climb the hills
Riding on a load of hay,
Singing songs at close of day.

Pack your lunch pails, one
and all,
Start the ride at (Parish Hall) !
Time
Date

Change the rhyme in the last two lines to conform with the name of your meeting place.

PRELIMINARIES

A truck bed padded with hay can substitute for a wagon, but it will eliminate much of the atmosphere which helps to make a hayride a success. The possibility of an accident is increased by the use of a motor vehicle. Too, the greater speed shortens the time for the trip and disappoints everyone.

It shouldn't be difficult to arrange with a farmer near your town for the use of a wagon and team. Don't expect this service to be free. Any farmer who is willing to co-operate with a group of young people in an evening of wholesome entertainment will not make his charges excessive and he is going to have as much fun as anyone. If he insists on doing the job for nothing, he should be tipped with a reasonable amount at the conclusion of the ride. It takes a lot of hay to pad a wagon, and this cost should be included in his tip.

Start the ride on a country road. Never expect to bring horses into a town of any size. The wagons are prepared and waiting when the crowd arrives. Select a road which is seldom traveled, and avoid paved roads and highways. Limit the drive to one hour. Thirty or forty-five minutes is better if a suitable picnic site can be reached within that time limit. The ideal set-up is to have the picnic on the driver's farm. This eliminates having to see more than one person to obtain permissions.

If you like, make the trip in time for a few games and the picnic supper before dark. Some guests veto this plan, preferring the hayride after sundown on a moonlight night. Certainly moonlight is essential, and a full moon is ideal.

Refreshments

Suggest that each guest bring three sandwiches, an apple or banana, a lemon, and a candy bar. The hostesses furnish the ice and sugar for lemonade, salad, olives and pickles, and potato chips. They also provide a picnic table and paper tablecloth, napkins, plates, cups, forks, and spoons. A long board anchored at each end to tree trunks, nail kegs, or large rocks makes a quick, substantial picnic table. Make these arrangements when the campfire needs are being attended to. For those who want to use the fire for cooking, provide toasting forks made from wire coat hangers. Have a supply of packaged marshmallows and wieners.

Entertainment

Arrange with one of the guests who sings well to lead the singing during the hayride. Familiar songs should be selected so that everyone can participate. Two or more roundelays such as "Three Blind Mice" will pep up the singing.

A second guest may tell a story. He should practice this in advance until he can tell it smoothly and interestingly. Select a short-short story filled with suspense and having a surprise ending. Just before revealing the ending, however, have the teller stop and ask the guests to supply their versions of the ending. Some of these will be clever, maybe better than the original story. Someone may accidentally end the story as the writer did. After all guesses are in, let the teller complete the tale.

The crowd "joker" can be in charge of jokes. These should furnish a laugh and be suitable for the occasion.

Something must be in progress during every minute of the drive. Make the plans carefully to accomplish this. Elaborate entertainment isn't necessary, but there must not be a dull moment. The same is true for the return ride; however, more singing is in order then. If the trip is made during daylight, call on your amateur magician. String tricks, finger tricks, and those performed with small objects are adaptable to a hayride.

Have active games prior to the picnic supper. Quiet ones later. Seat the players in a circle around the campfire for the after-supper activities.

Needle in a Haystack—Place a small pile of hay on the ground and in it hide a large darning needle. Give two players toy-size magnets with instructions to find *the needle in the haystack*. The players must find the needle, using only the magnets.

Picking Up Straws—Two players compete. Give each a wooden hoop through which he must place both hands. Spill a handful of toothpicks (straws) on the ground in front of the player. Without removing his hands from the hoop, he tries to pick up the straws while the hostess counts slowly to 20. The straws picked up must be held in the hands until the game is over. The player having the most straws wins.

Straws in the Wind—Insert short paper drinking straws inside the opening of balloons and make secure with rubber bands. The band must be very tight so that air cannot escape around the straw. Two players are given balloons. Blowing through the straws the players attempt to inflate the balloons. The player who does the best job is allowed to name a penalty for the loser. This can be to sing a song, recite a verse, or hop on one leg—whatever the winning player wishes.

Making Hay while the Sun Shines—Give pencils and paper to the players and ask them to list every kind of hay they can think of while the sun shines. (The sun is a flashlight held by the hostess.) The light is turned on when the game begins; off when the time limit is up. The player with the longest correct list is awarded a small prize.

A hayride requires little more planning than a plain picnic, and with co-operation from everyone it can be successful. The chaperons have a right to expect good behavior. During the wagon ride to and from the picnic site, they must demand it. Usually a few words of instruction before the journey are sufficient. Standing up while the wagon is in motion and similar actions causing unnecessary risks, should be outlawed.

★ Freedom Party

Although the thermometer is soaring upward, the patriotic spirit must not wilt in the heat. That is why a freedom party will serve a dual purpose: take minds off the July weather for a few hours and renew faith and hope in the freedom of the United States.

Begin by providing a free ride for the guests. Do you know anyone who has a truck? If you can borrow it, cover the bed with straw. Or, borrow a farmer's wagon. Play this up as one of the party's main events. The guests will love it.

Invitations

Cut white paper folders in the shape of a free admittance ticket. Decorate the cover to resemble one. On the inside sheet write this message:

Free lunches for all,
Free fun and games, too,
A real FREEDOM Party,
Here's a *free pass* for you.

(Free transportation. Be ready at 7 P.M., Monday, July 4.
—Evelyn Ware)

Decorations

Make generous use of firecrackers, flags, handmade liberty bells, red, white, and blue bunting, pictures of the Presidents, colored balloons, and red, white, and blue flower arrangements.

Free Handout—This is a good icebreaker to help relax the guests, the first essential of starting any party successfully.

Blindfold one player, then have remaining players line up in a row. The blindfolded player passes along the line shaking the hands extended to him. If he can guess a player's identity correctly, he remains in line. Otherwise, he steps from the line. Each player's score is kept, and the player with the most correct guesses wins a prize.

The order of the line is changed each time a new player is blindfolded. If group is large, have two hand-shaking stunts going on at the same time.

Free Trade—Cut enough cardboard disks, the size of a nickel, to give each player ten of these colored circles. He should have two of each color: red, white, green, blue, and yellow. Each color has a value, but players do not learn what this is until the game is finished.

After the disks are distributed, players are instructed to trade among themselves. One player may be able to trade a second player two white disks for one green disk, or vice versa, without knowing whether or not he is benefited. That is part of the fun. Another player may trade two green disks and one yellow for two blues, etc.

Set a time limit of five minutes. Players are then seated to count their scores. The hostess announces that a blue disk counts 5, a green one 10, a yellow 15, a red 20, and a white 25. The player having the highest score wins.

Free Prize—Seat players in rows, in a circle, or in any arrangement which is convenient considering the space. Prepare in advance a long list of questions which you read and ask the players to answer.

A player is not dropped from the game if he misses his question, but he doesn't have another chance until it is his turn again.

Each time a player answers correctly, he gets a free prize. This has a value of about one cent, and may be a stick of chewing

gum, a balloon, a tin-foil wrapped chocolate drop, a penny stick of cellophane-wrapped peppermint candy, etc.

At the end of the game, players count the prizes they have won and the holder of the largest number receives a grand free prize.

Free and Easy—Divide players into pairs, giving each couple a sheet of paper marked into twenty-six lines. The letters of the alphabet are written, one beneath the other, on consecutive lines along the left-hand margin of the paper. Now draw a vertical line down the center of the sheet.

The player selects men and women from our country's past to fill each line. Poets, authors, presidents—all are acceptable. The first name of each person must begin with the letter on that line.

The completed list might begin as follows:

A—Abraham Lincoln
B—Benjamin Franklin
C—Calvin Coolidge
D—David Crockett
E—Eugene Field

Free Show—Arrange for a twenty-minute free show. If your group lacks sufficient talent, invite in enough outside entertainers for this part of the party. Sometimes it is advisable to follow the latter plan, especially if the group's entertainers have performed often before this audience.

Ask your high school superintendent for a list of his students who have unusual talent. Vocalists and musicians should be selected only if they can inject something different into their acts. Look for the student who does sleight-of-hand tricks or acrobatic stunts, the whistler, the ventriloquist, or the comic monologist. Four or five short acts will be sufficient, but these should contribute an interesting innovation to the party's play program.

Freedom of Thought—Pass out papers and pencils for a memory test. Read slowly the following thirty-three words cred-

ited to Thomas Jefferson: "Freedom of religion, freedom of the press, and freedom of person under the protection of the habeas corpus, these are principles that have guided our steps through an age of revolution and reformation."

When you have finished, ask the players to write as many of the words as they can remember. It is not necessary that the words be repeated in the same sequence as they are read. A word may be counted as many times as it is presented in the text. For example, the word "freedom" appears three times and may be counted as three separate words provided the player so indicates.

Free Lunch

Serve frankfurter "firecrackers" and potato salad in lettuce cups, flag cookies, and punch.

Cut frankfurters into short lengths to make the firecrackers, and broil. Insert a clove in one end for the fuse. Firecrackers will stand alone and will look very realistic.

Use favorite roll-out sugar cooky recipe. Cut dough into rectangles about four inches long and two and one-half inches wide, and bake on a cooky sheet. Lift carefully with a spatula to prevent breaking. When cool, use cake decorator attachments and colored icing to make red and white stripes, the blue field and white stars. You'll have fun making these, and they'll be so attractive your guests will compliment you on them for months to come.

Place Card Favor—These are miniature scrolls representing the Declaration of Independence.

Cut a lollipop stick, or similar stick, into a three-inch length. Cut a strip of white paper two and one-half inches wide and six inches long, using pinking shears for a notched edge. Paste one end of the paper to the stick and allow to dry. Roll paper loosely around stick and secure with a rubber band. Leave overnight. Remove rubber band, allow paper to partially unroll. Write guest's name on outside of roll. To make a party favor of the

scroll, write on the front of the scroll before rolling: Freedom Party, July 4, 19__, Evelyn Ware.

The table will look pretty if you make individual place mats for each table setting. Cut mat from heavy blue cardboard or paper and paste white stars in a line across the top of the mat and white stripes across the bottom. The napkin holder is cut and decorated to resemble Uncle Sam's high hat.

Devotions

Subject: "Freedom of Worship"

Conduct a round-table discussion on what freedom of worship means to us in this country. Then contrast it with what lack of this freedom means to peoples in many foreign countries. This is a matter uppermost in the mind of every Christian today. It is a worthwhile topic for serious thought and study.

Conclude with a song and prayer.

★ A Gypsy Picnic

Select a moonlight night for real fun out of doors at a colorful gypsy picnic. Using the gypsy theme, the picnic can be carried out in several forms.

The rural church group can hold its picnic in someone's pasture or on a hillside or in a grassy meadow. Have a central meeting place, then transport the gypsies to the picnic spot in a real covered wagon. That is the way real gypsies traveled, and someone in the community should have all the paraphernalia you will need. Keep your promise, however, concerning its care and return.

The small town and city groups can have a backyard barbecue and light the picnic spot with paper lanterns and strings of colored Christmas tree lights.

For those who live near a coastal area, there is fun on the beach. It is best to begin a beach party in late afternoon rather than after dark. If the beach is lighted, the party can continue until after dark for a campfire and a few games.

Lacking these facilities, a very successful gypsy picnic can be given in the town park with the co-operation of the park management. Make it a costume affair and give it all the color which you can possibly get together.

Invitation

Cut the invitation from gold (yellow) paper in the shape of a giant-sized earring. If the earring is cut from a paper folder (with the top of the earring on the fold) the earring can decorate

the top sheet while the message is written on the inside sheet in green ink.

Extra last lines are given for the Rural Picnic and the Beach Picnic.

Backyard Barbecue:

Gypsies, you can STEAL the show,
And this is all you need to know,
Take your FORTUNE by the hand,
And join up with our Gypsy band.
Next Friday night, at quarter of eight,
We'll meet at (Johnson's) backyard gate.

Address _____
(Come in costume)

Rural Picnic:

Next Friday night, and don't be late,
We'll meet in (Webster's) pasture at eight.

Beach Picnic:

On Friday night, with fun for each,
We'll meet at (Knickerbocker's) Beach.

Time _____

Costumes

For the girls this gypsy picnic will have all the fascination that playing dress-up did when they were small. Wear glittering brooches on embroidered peasant blouses; oversize wooden or glass beads in gypsy colors; dangling hooplike earrings improvised from brass curtain rings and tied on the ears with gold-colored cord. These may also be cut from cardboard and covered with gold foil, but they should be big and gaudy.

Wear jingling, tinkling bracelets on both wrists and ankles. Black tarlatan skirts go well with the gay colors of the costumes.

Both boys and girls can wear large brightly figured kerchiefs on their heads. Or, if she prefers, a girl may keep her hair in

place with a green, orange, and black bandeau, made by combining three bands of ribbon in to a flat plait.

Boys wear earrings, too, with colored shirts (the brighter the color, the gayer the costume) and dark trousers. An ornamental sash tied around the waist or worn over the shoulder should be part of the costume.

Don't forget to carry small hand drums—timbrels or tambourines.

The make-up for the face is very important. To achieve the brown color of a gypsy's skin, smear the face evenly with a thin mixture of cocoa and water. Allow to dry, then rouge the cheeks and lips to a deep red.

Villainous mustaches, either false ones from a costume shop or crepe paper homemade ones, will aid materially to a boy's disguise.

Games

Sing, Gypsy, Sing—As soon as everyone arrives at the picnic spot, start the singing. To emphasize the gypsy theme, let someone lead in group singing. If you have a portable phonograph, take it and fill in between group songs with gypsy music records. There are many favorites: "Golden Earrings," "Gypsy Baron," "Gypsy Love Waltz," "Gypsy Airs," and "Gypsy Love Song."

Beach Ball—This game is fun for a crowd of not more than 36 players.

Divide players into two gypsy tribes as the Rommanies and the Saxonies. The Rommanies form a large circle with the Saxonies in the center. A member of the Rommany tribe throws a large beach ball across the circle to a member of his own tribe on the opposite side of the circle, the object being to touch a member of the Saxon tribe with the ball. Each time a Saxon is tagged, he joins the Rommanies in the outside circle. Then the tribes change places and the game is played again to find the winning Rommany. Both winners are given prizes: inexpensive earrings for a girl and a tambourine for a boy.

The Wandering Gypsy—Everyone is seated in a circle around the campfire. The gypsy is always on the move, so take him on an imaginary trip. The first player says, "Gypsy Gene began his travels in Alabama (begins with A). Then he went to _____." The second player must reply with a place name starting with "B," so we'll suppose he says, "Boston." Then he continues the story, saying, "There he stole a _____," to which the third player may say, "can (starts with C) of beans, but the sheriff caught him and fined him ten _____," to which the fourth player says, "dollars (begins with D)." Each time the reply must begin with the next letter of the alphabet. And, thus the game continues around the circle until everyone has had a turn.

Song Charades—Play this game in the light of the campfire so that the acts are plainly visible to everyone. Prepare slips of paper on which you have written song titles. Couples work together to act out the title in pantomime for the other players to guess. Suggested titles:

"I'm Forever Blowing Bubbles," "March of the Toys," "Let Me Call You Sweetheart," "Smiles," "Put Your Shoes On, Lucy," and "Smoke Gets in Your Eyes."

Refreshments

The backyard barbecue menu includes grilled hamburgers, baked potatoes, relishes, iced tea, and homemade ice cream.

Save time by precooking potatoes and hamburgers in the kitchen. Then warm the food over the pit or charcoal fire. Warm the buns while the meat is being reheated. Have the tea ready for the ice. Have plenty of pickles, olives, mustards, lettuce, and tomatoes.

Make the ice cream after the guests arrive. There's nothing which fills a group with the expectancy that is occasioned by sight of an ice-cream freezer. Make all the preparation in advance. Let guests take turns at turning the crank. When finished, drain off water and repack. Ice cream is better after it stands for a while, so make it first and then have the games.

The rural gypsies in the woods will rely on a campfire for a typical gypsy setting. A black, old-fashioned wash boiler of appropriate size for the crowd will hold a fragrant, simmering gypsy stew. Big dippers are needed for ladling the stew into serving bowls. If the crowd is a large one, ask each person to bring a pint-sized crockery mixing bowl, a soup spoon, and a granite cup (not a tin one). The coffee pot takes its place beside the stew pot. Near by, make a table from a couple of smooth boards on trestles, and cover with two or three colors of crepe paper. Here arrange an assortment of breads, crackers, sliced cheese, relishes, and fruits. Let the guests serve themselves. There is no definite time for refreshments. Invite the guests to help themselves anytime. Name a refreshment committee to look after the food on the fire; ask the members to take turns so that everyone has an opportunity to participate in the games.

For the park gypsies, either plan may be followed, depending on whether an outdoor fireplace is available. For something extra special serve "gypsy wieners." These are made by splitting a wiener, spreading with a generous spoonful of baked beans; wrap in a strip of bacon, secure with toothpicks, and grill. Pop into a hot buttered roll and pass the catsup and mustard. For dessert serve slices of ice-cold watermelon.

★ A Hobo Picnic

The lazy days of August provide an excellent opportunity for going "on the bum." Invite guests to rub patched elbows with one another for a gala summer outing.

If at all possible, select a picnic site within walking distance of the meeting place. It adds to the fun of the occasion to hike along in tattered trousers and dresses; to tie one's total possessions (the lunch) in a red bandanna handkerchief and carry it at the end of a forked stick across one's shoulder. If there's a singer in the group, ask him to practice several old tramp songs and lead the hoboes in a sing-song as they march along to the picnic.

Invitations

Write the invitation on a piece of white paper which is pinned to a scrap of cloth. The verse reads:

A patch of cloth
  A ragged hat—
You'll be a *hobo*
  As quick as that!
Come to our picnic
  And don't be late—
Hoboes, you know,
  Don't like to wait!

Time_____Place_____
(Come in costume)

Costumes

After the hoboes are assembled, take a vote on the best costume. Give the winner a small prize, such as a tin cup decorated with the date of the picnic.

Games

"Where Did I Camp Last Night?"—The hoboes will be ready to rest by the time the picnic grounds are reached, so ask them to sit on the ground in a circle for this game. Each player, in turn, supplies a description of the place where he camped last night, while the other players try to guess the name of the place.

Suggested camp sites might be:

1. I camped last night on the Potomac River near a famous old colonial house, built of wood but cut and painted to resemble stone. (Mount Vernon)

2. I camped last night at the entrance of the famous caverns discovered in 1901 by a cowboy named Jim White. (Carlsbad Caverns)

3. I camped last night at the outskirts of the oldest city in the United States. (St. Augustine, Florida)

Hobo Wardrobe—This is an oral identification game. The hostess reads a list of garments, and the players answer, in turn, whether they think the garment would be worn by a hobo. Increase this list to accommodate the number of players.

1. Kelly (yes, a hat)
2. Jeans (yes, trousers)
3. Joseph (yes, coat)
4. Cravat (no, a tie)
5. Soup-and-fish (no, formal attire)
6. Mackinaw (no, double-breasted jacket)
7. Oxford (yes, shoe)
8. Fascinator (no, woman's head scarf)
9. Ulster (maybe, an overcoat)
10. Cloche (no, woman's hat)

Give Me a Handout—The person chosen to be It goes to each player and says, "Give me a handout." The player must immediately quote a proverb, a line of verse, a song title, or a book title containing the words, "hand" or "hands," or give a definition for the word, "hand."

Suggestions:

1. The hands of a clock.
2. Hand is a measure of four inches used in measuring horses.
3. The source from which a thing comes, as "at firsthand."
4. A person skilled in a specific job, as a good *hand* at figuring.
5. Applause, as to give him a hand.
6. Assistance, as to lend a hand.

Chalk Marks—Hoboes admit, it is claimed, that if they receive a generous handout at a particular house, they often make a small "x" with chalk on the front gatepost to guide other hoboes who pass that way.

Draw a small house in the center of a large piece of blackboard. Blindfold a player, turn him around twice, then place the chalk in his hand and tell him to draw an "x" on the blackboard house. The player who gets his mark nearest to the house is given the game equipment as his prize.

Hobo Convention—The hoboes are assembled for a Hobo Convention. Pretend they are in a real jungle camp relating tall tales of adventure and travel. One player begins the story, and each player must contribute something to the plot when it is his turn.

Riding the Rods—Divide guests into couples, giving each a large map of the United States. Five destinations are shown on each map, and the players must find something to represent each destination before returning to the hobo camp.

Such destinations as "*Fern* Creek," "Stony *Rock*," "*Elm* Hollow," "*Mossy* Ridge," "*Dirt*-Town," "*Boulder* Bluff," "*Leaf* Village," "*Bark*lett," and "*Coney* Island" may be used. A stone, elm leaf, piece of moss, a berry, a blade of grass, a container of dirt, etc., would be taken back to camp by the players.

This completes the games and the players eventually return to the picnic site where the hostess and one or two helpers have arranged the picnic table.

Refreshments

Give each guest a lunch tied up in a red bandana handkerchief and attached to a forked stick when he arrives at the meeting place before the hike to the picnic site begins. This lunch may consist of two sandwiches, a pickle, potato chips, two cookies, and an apple or banana.

A hobo picnic would not be complete without a tin cup filled with "brackish mission coffee." Brew the coffee at the picnic grounds in a battered tin bucket. Serve chilled soda drinks to those who do not drink coffee.

Suggested sandwich fillings:

Minced chicken, finely chopped peanuts, and minced celery moistened with mayonnaise.

Chopped hard-cooked eggs, chopped celery, minced green pepper, salt and pepper, and mayonnaise.

Cream cheese moistened with top milk and combined with grated carrots.

Cottage cheese, minced crisp bacon, chopped celery, seasonings, and mayonnaise.

★ Finger-Painting Party

"I'm not an artist," your friends may reply when you invite them to a finger-painting party. But that's what makes this party fun.

Finger paints have been called "direct descendants of mud pies," yet they no longer are considered exclusively for children. Adults are fascinated by the astonishing pattern-making possibilities which this medium offers. Ability or training has little to do with it, except that persons without art training often enjoy the party more than those who have it. It is not a test of skill—rather one of imagination.

Since summer weather permits outdoor entertaining, have this party on the porch or beneath a large shade tree. Then you won't need to worry about spilled paints or soiled rugs. The paints are soluble in water and a wet mop erases all paint signs from the porch after the party is over.

Invitations

Cut folders from white paper. On the cover, either sketch a hand with fingers outstretched, or paste on a picture taken from a magazine. Beside the hand draw a small paint can.

On the inside sheet write:

> Don't come dressed up;
> Bring a smock or plastic apron
> *and* a sense of humor!

Include your name, address, and the party date.

Materials

Finger paints can be bought in jars in a variety of colors, ready to use, at art stores, hobby shops, and handicraft counters of department stores. These paints are harmless, and are easily washed from the skin. They are also inexpensive. However, if you wish to make your own, you can do so using the following instructions.

Dilute one cup of Argo starch in one cup cold water. Boil seven cups water and add slowly, while stirring, to starch. Stir in one cup Lux soap flakes, then one-half cup talcum powder. Add two drops of wintergreen. Pour into small containers—half-pint fruit jars are ideal. Add tempera paints or a few drops of food coloring to each jar to get the desired colors. Stir thoroughly and screw on lids. This paint can be prepared the day before the party. Since all brands of starch and soap flakes are not suited for this recipe, it is suggested that you use the brands specified in the directions. Finger-paint paper is glazed on one side, plain on the other. The glazed surface is used for painting. These sheets should be at least sixteen by twenty-two inches to permit free movement of hands and arms.

Demonstrate the method of preparing the paper for those guests who are unfamiliar with finger painting. Hold the narrow side of the paper by two corners and pull sheet under the water. Tilt the wet paper to allow excess water to run off into the pan. Lay wet paper over newspaper on work table and carefully smooth out air bubbles. The paper must be free of wrinkles.

Dip a teaspoonful of paint from a jar and lay in center of the wet paper. Spread evenly with the flat palm of the hand, or swing in circles or figure eights. The paper must be wet, but not wet enough to make the paint run. The paint should remain creamy. Cloud effects are produced by touching the sky lightly and quickly with the soft side of the hand, between wrist and little finger. Different effects are obtained by patting paint with tips of fingers, drawing wriggling lines with one finger, mak-

ing thumbprints, using the fingernail to make plant stems and fence rails.

Too much instruction is not advisable; however it would not be amiss for the hostess to demonstrate wetting the paper, applying the paint, then showing what effects are obtained by using the different parts of the hands, fingers, and arm. If the paint becomes dry, add a few drops of water at a time until a creamy consistency is restored.

Finger-paint paper can be bought where you buy the paints, but shelf paper, which comes in a roll and can be bought at dime stores and housewares counters, is suitable.

A work table can be made from long, smooth boards supported on saw horses of a convenient height. An outdoor picnic table spread with newspapers may be used. If there are no flowers to damage, painters can stand on the ground and use the porch floor for a table. Cover porch area with several thicknesses of newspaper and thumbtack paper in place.

Do not invite more guests than you can accommodate comfortably.

You will need a large shallow pan at least sixteen inches wide and two inches deep for wetting the paper. Each painter must have a small container of water for his own use and a paint rag.

Do not suggest a subject. The fun of finger painting is to create as you go. Those who are reluctant to start will soon become so fascinated that getting them to stop will become the problem.

After the paintings are finished, lay them aside on newspaper to dry, paint side up. Dry in shade. It takes approximately an hour for the paper to dry.

While the paper dries, enjoy a game period. After the games, judge the pictures by popular vote, and award blue, red, and white ribbons to the winners. The pictures are souvenirs for guests to take home. The pictures will be wrinkled when dry. Correct this by pressing on the reverse side with a medium-hot iron. The design can be waterproofed by coating with white shellac.

Games

Hands Off—(a) This is a stunt for the boys. Boys remove shoes, but keep on socks. Give each boy five pennies. He attempts to pick up the coins with his toes and drop them into a jar.

(b) While the boys are having fun with the coins, the girls line up. Each girl holds a toothpick between her teeth. Holding hands behind them, the girls try to pass a ring from player to player, using only the toothpicks. Get an inexpensive ring from the dime store for this game.

Hand-y Words—While everyone is sitting around, see how many hand-y words the players can think of. These are words which begin with h-a-n-d. A second way to play the game is to have one person call out a definition of such a word, then call on another player to supply the word. For example, Jim might call out "a manacle," and Pete would answer, "handcuff." There are so many of these words that the game can last as long as interest continues.

Other words are: handball, handbill, handbreadth, handicap, handful, handwriting, and handmaid.

Paint It Red—This game is similar to Hand-y Words except the words begin with r-e-d. There is a long list of these: Red Cross, Redskin, Red Tape, Redcap, Redwood, Red Cent, Red Lead, and Red Pepper.

Fingers All Thumbs—The players will think their fingers are all thumbs when they try these stunts.

(a) Divide players into pairs. One person holds a needle, while his partner tries to thread it. Each person can use only *one* hand.

(b) Players attempt to sew on a button blindfolded.

Refreshments

Serve pineapple party sundae. It requires little fixing at the last minute, yet it is cool and delicious for a summer afternoon.

Top wedges of loaf cake with scoops of ice cream, and over all spoon pineapple sauce. Sprinkle on chopped nuts, and top with a fluff of whipped cream and bits of maraschino cherries.

Serve informally on the porch.

Devotions

Subject: Excuses.

Discuss how acceptable excuses are in everyday living; in Christian living. Excuses given in the Bible, among others, include Moses' excuse to God when he said in Exodus 4:10 that he was "slow of speech of tongue." Cain's excuse to God is found in Genesis 4:9 when he asked, "Am I my brother's keeper?"

Conclude with a song and prayer.

★ World Tour Barbecue

Around the world without leaving home is a good August theme for a last outdoor entertainment before the increased activities of fall begin.

INVITATIONS

Use round folders (the world) hinged on one side. On the cover paste, or sketch, a picture signifying world travel. One issue of a travel magazine will furnish enough pictures, supplemented, if necessary, by scenes cut from colored travel folders. You can include everything from a Chinese coolie to a totem pole in Alaska.

Inside the folder write this message:

'Round and 'round the world we go,
Where we'll stop, we do not know,
But our World Tour Barbecue's
Planned for nice friends just like you!

Include meeting place, time, and date. Sign your name.

DECORATIONS

Stake off the picnic site with four-foot stakes, and if you can find them, use foreign flags on each stake. Otherwise, use heavyweight cardboard and paint flags with water colors or crayolas. Include U. S. flags, observing flag etiquette in how they are placed.

Japanese lanterns, even for a daytime affair, will add color and emphasize the foreign motif.

Dress in the costume of a foreign country. Supply crepe paper hats which symbolize some land across the sea.

GAMES

Country Charades—Divide players into groups of four players each, and distribute slips of paper on which is written the charade each group is to act out.

The first player to correctly identify the country being imitated receives fifty points. The player with the most points at the end of the game receives as his prize a paper weight or pencil sharpener globe of the world.

Suggested charades:

(1) *The Fall of China*—Give players a plastic cup (in lieu of a china one), which one player holds by the handle at arm's length and suddenly drops to the ground.

(2) *The Story of Greece*—Players display a book which has a picture of a can of shortening pasted on the cover.

(3) *France's Preview of Fashions*—Players pantomime a style show.

Turkey Relay Game—Divide players into two teams. Each chooses the name of a kind of turkey for his group.

Give players short lengths of twine which they tie about their ankles so that they are hobbled.

Players line up single file at the starting point. At the "Go" signal, the first player in each line walks in a "turkey trot" to a designated goal line, then returns to the starting point. The second player does likewise, and so on until one group has finished and is declared the winner.

To make the game more amusing—and confusing—a player mutters, "Gobble, Gobble," all the time he is going and returning. Once he has returned to the line, he continues to mutter, "Gobble, Gobble," as long as anyone in his group is competing. With the ever-increasing, "Gobble, Gobble," the sound effect is intensified, and so is the fun.

Japanese Pearls—Divide players into pairs and give each a string and needle. Prior to the picnic, hide large white beads (Japanese pearls). Pass out papers on which are written clues as to where the pearls can be found. Each pearl that is found is to be strung on the thread.

Sailing! Sailing!—Test the players' knowledge of watercraft by asking them to identify different kinds. This may be conducted as a quiet game, with everyone seated during the quiz session.

Suggested list: 1. Trawler, 2. Canoe, 3. Dinghy, 4. Yawl, 5. Freighter, 6. Catboat, 7. Caravel, 8. Skiff, 9. Houseboat, 10. Brig, 11. Kayak

International Music—Ask everyone who plays a musical instrument, which can be transported, to bring it, and be prepared to give a solo of a musical composition from a foreign country. Ask four vocalists to practice for an Irish aria. The local librarian or a music teacher should be able to help you locate suitable musical compositions for distribution to your party musicians.

If this does not seem practical, a quartet could sing songs peculiarly appropriate to each country and have the audience try to identify them.

Refreshments

Serve Paddy's pig barbecue, Hawaiian hamburgers, and Mexican hot dogs with Irish potato salad, relishes, and plenty of iced China tea.

You may prefer to serve only one meat, and either the spareribs, hamburgers, or hot dogs would make delicious picnic fare. All three are simple to prepare and inexpensive meats to buy. The triple selection gives guests the feeling of having attended a really scrumptious feast.

Instead of trying to do all the work yourself, delegate chores to able helpers whether the food is prepared before the picnic or on the site. For effect, at least, have a fire and heat the food just before serving. The aromatic smell of heating barbecue

sauces will whet the appetites, so, whatever your menu, have plenty for seconds and thirds.

Paddy's Pig Barbecue—Cut spareribs into serving size pieces and brown on each side. Make a barbecue sauce from your favorite recipe, or buy a sauce. Baste meat frequently during cooking. Since ribs take at least two and one-half hours in a moderate oven to cook, this dish can be prepared ahead of time and reheated slowly for a half hour at the picnic site just before serving.

Hawaiian Hamburgers—Season hamburger meat with salt and pepper. Press a chunk of pineapple into the center of each patty. Wrap a strip of bacon around outside of each patty and secure with a toothpick. Grill meat side first, then pineapple side. Cook slowly. When ready to serve, spread toasted buns with a half-and-half mixture of mayonnaise and French dressing. Top meat with finely shredded lettuce.

Mexican Hot Dogs—Split large frankfurters and fill with thick, warm chili con carne. Cover with shredded yellow cheese and twist long strips of lean bacon spiral-fashion around the frankfurter to hold chili and cheese in place. Secure bacon ends with toothpicks. Grill slowly until frankfurter has heated through and is lightly browned on the outside. Spread toasted hot dog rolls with mustard and sweet pickle relish. Fasten dogs together with toothpicks and wrap in paper napkins.

Tea—Serve sprigs of mint and lemon wedges with your freshly made iced tea to make it look and taste really special.

DEVOTIONS

Subject: "God Is Everywhere"

Text: Acts 17:24-28

Sing, "This Is My Father's World" and conclude with the Lord's Prayer, repeated together.

★ A Get-Acquainted Party

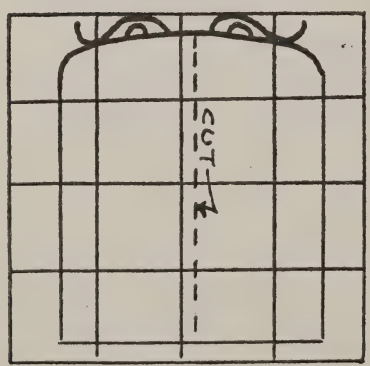
When your church group has several newcomers, suggest that it sponsor a get-acquainted party.

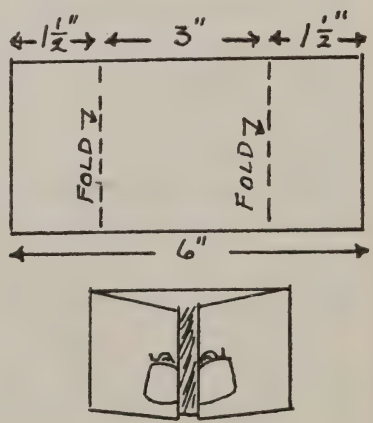
INVITATION

Make an open gate invitation by cutting a piece of paper 4½ by 6¾ inches. Fold the two short edges to the center. Where the edges meet, sketch a gate, putting half of it on one side, half on the other so that when the cover is turned back, the gate seems to open.

On the inside section, write the following invitation message.

The latchstring's out,
So open the gate,





We're having a party
Friday at eight.

Give your address, or the place where the party is to be held.

Decorations

Use decorations of your choice, but remember that all decorations are secondary to the major theme of friendship. Everything else is merely a backdrop for your effort to make these newcomers feel welcome to your home, your town, and your young people's group.

Games

Ice Breaker—"Hello, there," will help introduce the newcomers. Select one guest to be the spokesman, who introduces the newcomers, telling what they are doing, their hobbies, their special interests—a good warm introduction to make them feel at home. The spokesman should prepare his introductions carefully, interviewing the guests to learn what they would like him to say.

A second get-acquainted stunt is to give each newcomer a small autograph book in which other guests sign their names. They exchange a few words with him as they do. In this way, the newcomer meets everyone present. The book makes a treasured party favor.

To make the book, cut several sheets of white paper to the same size. Divide sheets in the center crosswise and stitch on the sewing machine, using a wide stitch or sew it by hand. Tie it with narrow ribbon and print or write the word, "Autographs," on the cover.

"Latchstring's Out"—For this one, the person to be It begins by turning to the first player and saying, "The latchstring's out —where is it?" The first player must respond with an answer which begins with the same letter as his first name. For example, Sam Stevens might reply, "It's out *shopping,*" while Lucy Jones might reply, "It's out to *lunch.*"

The game should be played quickly, and the player who fails to answer within five seconds, is dropped from the game. The more ridiculous the answers, the funnier the game becomes.

Famous Friendships—For this pencil-and-paper game, the players furnish the missing "friend" to the following list. Increase the list to any length you wish.

1. Castor and _____
2. Achilles and _____
3. Hercules and _____
4. Damon and _____
5. David and _____

(1. Pollux, 2. Patroclus, 3. Iolaus, 4. Pythias, 5. Jonathan.)

Mend my Manners—Cut out as many spool-shaped slips of white paper as you have guests. Then cut out an equal number of colored slips. Players are instructed to write on the white paper what they consider to be their worst social fault. On the colored slip they write how the fault could be "mended."

The white papers are placed in one box, the colored slips in another. Each player then draws a white slip and a colored slip and when it comes his turn, he reads them aloud. The fun begins when such examples as these are read.

1. Fault: "I talk too much."
   Remedy: "I should talk more."
2. Fault: "I'm too shy."
   Remedy: "Take a memory course."
3. Fault: "I forget names."
   Remedy: "I should learn to play the piano."

Welcome—On a table arrange two bowls, four lollipop sticks, and two piles of letter macaroni. The letters include W-E-L-C-O-M-E. The first player on each side goes to the table, picks up the sticks, and tries to lift the letter "W" into his bowl, chopstick fashion. If he drops the letter, he returns to his place and the second player tries. After "W" is in the bowl, the other letters are placed in the bowl as they appear in the word, "Welcome."

The side which gets all the letters in the bowl first is the winner.

The Fingerprint Expert—Two players are in on this stunt—the fingerprint expert and his assistant. No one knows, however, that he has an assistant.

The fingerprint expert leaves the room and while he is away, one of the players goes to a table, dips his finger in lampblack, then picks up a sheet of white paper and presses the blackened finger against the paper to leave a print.

The expert returns to the room, examines the paper, then looks at his audience. He hesitates for a few minutes as his gaze shifts from one player to another. Then he closes his eyes as if in deep thought. He next examines the paper. Following this, he asks the guests to line up and walk past him. When the correct person comes before him, he identifies him. The trick is to have the assistant stand *behind* the correct person. That lets the expert know which player to identify.

The trick should be performed only once. However, if there is a clamor for a repeat performance, have it arranged with the assistant to reverse the procedure. This time he stands in *front* of the correct person. This will preserve the stunt's mystery.

It's a Dress-up Affair—For a short quiet game before refreshments, give players pencils and papers on which are written eight clues. Each clue identifies a garment of wearing apparel. The player who identifies the most garments correctly wins and receives a small prize.

1. This shouldn't happen to a chicken.
2. Something you do when you don't intend to.
3. Nickname for a city know-it-all.
4. Run fast, little pony.
5. A cut to the left jaw.
6. Helped out with one housing shortage.
7. Sometimes potatoes are cooked in theirs.
8. Hot dog.

(1. dress, 2. slip, 3. slicker, 4. derby, 5. sock, 6. shoe, 7. jacket, 8. pants.)

Refreshments

Serve finger sandwiches, Waldorf salad, cupcakes and hot or iced tea. Ice the cakes, then trace the names of the newcomers with a toothpick dipped in colored icing.

Centerpiece—Use one-inch satin ribbon and spell out "Welcome" down the center of the refreshment table in large letters. Fasten the letters in place with strips of transparent tape. Later, these can be peeled from the tablecloth without damage to the linen.

Place Cards—Place the pointed end of a lollipop stick in the hole of a large wooden button mold. On the opposite end of the stick paste the head of a boy or girl cut from a magazine. Around the stick, just below the head, tie a narrow piece of ribbon into a bow. To the end of one streamer attach a small card bearing the guest's name. To emphasize the color scheme, the stick and button can be painted with water colors, with the ribbon in a contrasting color.

Devotions

Subject: "Do You *Talk* Like a Christian?" Possible Scripture passages to be used: Psalm 19:14; Proverbs 15:1-4, 23.

Discuss how speech reveals character, what constitutes Christian conversation, and the power of words.

Close with a hymn such as, "I Love to Tell the Story," and the benediction.

★ Back-to-School Party

A back-to-school party will be an excellent way to renew old acquaintances, as well as to meet new friends who have moved into town since last May.

Invitations

Decorate folder covers with magazine cutouts of apples, books, schoolhouses, and school supplies. Or cut apple-shaped folders from red paper and paste on green stems and leaves.

Inside the folder write this message.

School days, school days,
Dear old golden rule days:
We're getting together
Both old friends and new,
That's why it's important
That you must come, too!

Time_____Place_____Date_____

Decorations

Use crepe paper streamers in your school's colors to give the party room a gala appearance. Use sports equipment such as football helmets, baseball bats, tennis rackets, catchers' mitts, and bright felt pennants. Also use books, notebooks, pencils, and similar school supplies, a globe of the world, travel folders, an atlas, and blackboards. Borrow props from the school science lab and use them as flower containers in place of vases. A rack of

test tubes, filled with colored water, would be appropriate for the mantel. Use the school colors here, having the first tube filled with (blue) water, for instance, and the second one with (yellow); the third one with (blue), etc. Color the water with food coloring, crepe paper, or water colors.

Games

Matching Partners—Prepare two wicker lunch baskets with identical contents, such as apples, boxed cookies, paper-wrapped sandwiches, and chewing gum. Make two large cardboard labels which read, "Miranda's Lunch," and tie to the basket handles. As guests arrive, have the boys draw items from one basket; girls from the other. The couple with matching items are partners for the evening.

Geography Game—For this game you need a map of the United States, cut on state lines.

Hide the map's pieces about the party room before the guests arrive. Divide players into two exploring parties. Each party, at a given signal, begins exploring the room for the puzzle pieces. Set up a small table where the pieces may be assembled and appoint a cohostess as scorekeeper. The team which finds the most states and places them correctly to complete the jigsaw puzzle is the winner, and each player receives ten points for his score card.

"Rah! Rah!"—These are school yells, but unlike any your guests have heard before. Partners compete in giving yells. Each couple selects an animal to imitate. For example, a couple chooses the "pig." Instead of saying, "Rah! Rah! Team fight," the contestant says, "Oink! Oink!" for "Rah! Rah!" It will be well for the hostess to have a collection of school yells on hand so that as much variety as possible can be used in the game. The winner is selected by audience applause, and the winner receives fifteen points for the score card. When one couple has finished, a new yell is used and another couple competes.

Long, Long Ago—This history quiz is played as a pencil-and-paper game to give guests an opportunity to sit awhile. Pass out

pencils and sheets of paper on which the following quiz has been written. Any history questions are appropriate. Here are suggestions.

1. Queen _____ made Columbus' first voyage to the New World possible.
2. The English made their first permanent settlement at _____, Va.
3. _____ was the first president of the United States.
4. The Battle of Gettysburg was fought in 18____.
5. _____ invented the art of printing.

(1. Isabella, 2. Jamestown, 3. Washington, 4. 1863, 5. Gutenberg.)

Since this is a test of speed as well as knowledge, the questions should be fairly easy. Set a time limit which doesn't permit too much thinking. Winner receives fifteen points for score card.

Lollipop Race—Give each player a cellophane-wrapped lollipop. At a given signal players start sucking the lollipop. Small, flat lollipops should be used, since these can be bitten in two, thus speeding up the eating. The person who finishes his lollipop first receives twenty points on his score card. Second place winner, fifteen points; third place, ten points; and fourth place, five points.

Great Men Live Again—Write stunts on slips of paper and pass out to players. Each stunt is to impersonate a great man or woman of the past. The best impersonation, as determined by audience applause, wins thirty points on score card. Suggested stunts are:

1. Benjamin Franklin flying a kite.
2. Abraham Lincoln delivering his Gettysburg Address.
3. Washington crossing the Delaware.
4. Paul Revere mounting his horse on the wrong side.

Dismiss each game with the ringing of a school bell.

Refreshments

Refreshments are served in boxes typical of grammar school days. Sandwiches, cake, and fruit is a suitable combination. Serve punch from a glass water cooler; let each guest help himself.

The table centerpiece is an improvised blackboard made from a stand-up folder of black cardboard. Decorate each side to resemble a school slate. Make holes at regular intervals, one-fourth inch from edge of board on all four sides and lace with red wool thread. Around the base of the slate assemble an assortment of books, pencils, ink bottles, and other school supplies.

To make a place card for each guest, make four-page folders from white paper and decorate the cover to look like a book. Hand-letter a title symbolic of the guest's special interest or hobby, such as "Cheers" by Joan (who is cheer leader), or "Stars" by Sam (who is an amateur astronomer), or "Notes" by Mae (who is the school's pianist). On the inside sheets, the guests sign names to make this place card a party keepsake for the memory book.

Following refreshments, scores are added and prizes awarded to the boy and the girl with the highest scores. The score cards are sheets of ruled paper torn from a pencil tablet.

★ A Career Party

Many people are career-minded in September and this idea furnishes a ready-made theme for a fall party.

Invitations

Make miniature application blanks cut from white paper. Type the questionnaire. Fill in the information with ink to give the blank an authentic appearance. If the party budget permits and the crowd is a large one, have these printed at a commercial print shop. A sample invitation starts as follows:

Application Blank

Name: (Virginia Curtis)

Job wanted: (A Career Party)

Date to start work: (September __)

Time to report: (8 P.M.)

Prospective employer: (Name of Hostess)

Address: (Address of Hostess)

Decorations

Decorate the entrance hall to represent an employment agency. Sit behind a desk and pass out "matching partner" slips as the guests arrive. Each is instructed to go into the Waiting Room—the real party room where one of the early arrivals

serves as receptionist, keeping the guests busy and amused until everyone comes. Any game which doesn't require a set number of players makes a suitable fill-in pastime for the guests while they're waiting for the tardy applicants.

Games

Matching Partners—Trace such career objects as a desk, telephone, filing cabinet, draftsman's T-square, typewriter, and a doctor's little black bag on the "Jobs Wanted" section of a newspaper. These are cut zigzag fashion into two parts for matching partners, one part going to a boy and the matching piece to a girl.

The Perfect Bookkeeper—If a real bookkeeper is among the players, arrange in advance for him to supervise this game.

Provide a blackboard and chalk, or a large square of white cardboard and black crayola. The bookkeeper writes a number of seven figures on the board. He then asks one of the players to write another number of seven figures underneath the number he has written.

The bookkeeper writes a third row of figures and a new player is called on to write the fourth row. Then the bookkeeper writes the fifth row.

The bookkeeper immediately draws a line and writes the correct total rapidly before most of the players have finished adding the first column of figures. Of course, the bookkeeper must be in on the "trick," and here it is:

When the bookkeeper writes down the third row, he makes each figure total *nine* with the figure directly above it which the player has written in the second row. When he writes the fifth line, he makes each figure total *nine* with the figure directly above it which the second player has written in the fourth row.

Beginning with the right-hand column, the answer is *two* less than the top number (first row), then the figures in order as they appear in the top row, then an extra *two* at the beginning of the answer.

Example:

5	4	8	3	4	2	4	(bookkeeper)
3	6	7	9	4	5	2	(first player)
6	3	2	0	5	4	7	(bookkeeper)
2	7	6	5	3	2	1	(second player)
7	2	3	4	6	7	8	(bookkeeper)
25	4	8	3	4	2	2	(bookkeeper)

The Lawyer and his Client—Sit behind a table and preside as judge of the court. Have some one pass out to several guests pieces of paper which contain the names of possible clients, such as an elephant, a carrot, a trout, or a turkey. These clients can be fish, fowl, animal, or vegetable. Those who have the slips of paper are lawyers.

Other players take the witness stand in turn and try to guess the identity of the lawyer's client. The questions may run as follows for a lawyer whose client is an elephant.

Player: Is it animal?

Lawyer: Yes.

Player: Is it a dog?

Lawyer: No.

Player: Does it have a trunk?

Lawyer: Yes.

Player: Elephant?

Lawyer: Yes.

To save space this "case" is necessarily abbreviated, but it illustrates how the game is played. All players who make correct identifications win prizes. If a player fails to identify the client in six guesses, however, the lawyer is fined for "contempt of court," and at the conclusion of the game is required to pay a forfeit.

Reporter's First Interview—Each player is furnished with a notebook (sheet of paper) and a pencil, together with a list of questions he is to ask the "visiting celebrity" who is in town.

The player secretly selects one of the guests present as his celebrity, and proceeds to fill in his questionnaire. The answers are collected and read aloud, with players guessing who was interviewed.

Typical questions: 1. Sex (male); 2. Age (22); 3. Hair (black, curly); 4. Best quality (promptness); 5. Identifying mark (mole on upper lip); 6. Occupation (schoolteacher).

Job-Hunting Letters—Write the letters A, R, T, I, S, E, C, H, P, O, L, W, Y, D, M, K, G, N on a placard which is placed in the front of the room. The player able to spell out the largest numbers of *careers,* in a given time and using only these letters, wins. Each letter may be used as many times as necessary in each word: as "t" would be used twice in "artist."

Among the possible answers are: artist, teacher, reporter, lawyer, doctor, typist, clerk, salesman, cook, writer, merchant, and engineer.

Centerpiece—Place a child's toy telephone in the center of the table and surround it with pencils, stenographer notebooks, index cards, paper clips, paper weights, letter openers, and similar items. Extend ribbon streamers (use party colors) from the telephone to each place setting, anchoring the end to a miniature typewriter, which doubles as a pencil sharpener. Look on the stationery counter at a dime store for these typewriters. They are almost standard stock in the pencil-sharpener line. If unavailable, however, look through the pencil sharpeners for a similar idea.

Place Cards—Each place card is different to typify the guest's occupation, vocation, or special interest. For example: the commercial artist, a cardboard palette with real brushes; teacher, a six-inch ruler; shoe salesman, a sales slip cut in the shape of a shoe; rancher, a horeshoe; chemist, a laboratory beaker; cook, a mixing spoon and bowl. Cut the musician's or voice student's place card from sheet music.

Refreshments

Serve hot potato salad in lettuce nest, assorted sandwiches, olives, pickles, and iced "pop." Cut whole wheat bread with fancy-shaped cooky cutters and spread with a cream cheese mixture blended with French dressing. Garnish with a slice of stuffed olive. Cut narrow strips of white bread (lengthwise of loaf) and spread with boned sardine, hard-cooked egg, and mayonnaise, mashed and blended with a fork. Roll each sandwich jellyroll fashion, secure with a toothpick, wrap in waxed paper, and chill two hours in the refrigerator. Remove toothpick before serving.

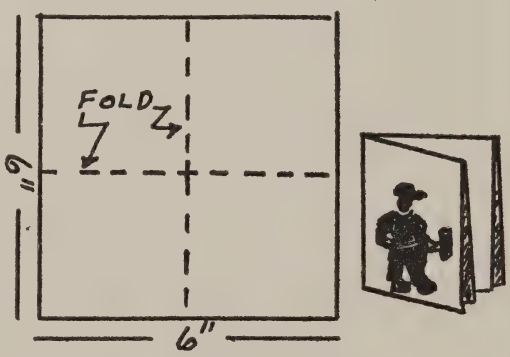
★ Labor Day Party

Invitations

A red, white, and blue color scheme is appropriate for a Labor Day Party, so begin by sending invitation folders made from blue paper. Cut a piece of paper approximately six inches square. Fold twice. On the cover paste red and white silhouettes showing figures engaged in various occupations. You should have no trouble finding patterns in magazines.

On the inside sheet write this message in white ink:

Cease your labors,
Time for play
Come at eight
On next Monday!



Include your name and address.

Decorations

Carry the red, white, and blue color scheme into your decorations, using streamers of fluted crepe paper. Make large placards lettered with such signs as "Men at Work," "Employees Only," and "Danger—Keep Out."

Small tools like hammers, screw drivers, saws, and drills can be worked into the decorations. One of those shiny stiff hats worn by industrial workers can be turned upside down and used as a flower container. Put a small bowl inside the crown to hold water.

Magazine illustrations of men engaged in various trades may be cut to fit the pictures already in the room. Attach to the glass by placing a drop of glue at each corner. After the party, remove the paper. Dip a rag in warm water to remove the glue from the picture glass.

Games

It is usually fun to have one game which can be played in couples. To prepare for this event, the boys and girls draw matchmates as they arrive. For instance, a trowel and a brick would be matchmates for a mason. The girl would draw the trowel, and a boy the brick. Either write these words on cards, or paste pictures of the items on sheets of paper for distribution. Other suggestions include a saw and hammer as matchmates for a carpenter; a brush and can of paint for a painter; an instrument and sheet of music for a musician; a lock and key for a locksmith; and a pipe and pipe wrench for a plumber.

What Is our Business? Pass out to each couple a slip of paper on which a type of occupation has been written. The couple can use any method it prefers to reveal its identity while the remaining players attempt to guess the business.

For example, "railroad workmen" could hum, "I've Been Working on the Railroad." A "maid and butler" team could recite the first few lines of James Whitcomb Riley's poem, "Little Orphan Annie." The cleverness with which each couple is able to demonstrate its business makes this game fun for everyone.

Bricklayer's Relay—You will need as many bricks as there are players. Divide players into two groups and give each

player a brick. At the starting signal, the first player in each group goes to a designated place and lays his brick on the floor. The second player places his brick on top of the first brick. As the game continues, each new brick is added to the top of the stack. The group placing the most bricks on the stack before the stack falls over is the winner. If you feel the bricks are too heavy for indoor playing, substitute a child's building blocks for the bricks.

Paint the Town Red—This pencil-and-paper game determines how quickly the players can think of synonyms for the word "red." The player compiling the longest and most accurate list in the shortest time is the winner.

There are many suitable words including vermilion, carmine, cerise, maroon, magenta, crimson, and cardinal.

Plumber's Pipe Dream—Someone is selected to start the story of the plumber's pipe dream. It can be as fantastic as the players care to make it, but each player should have a turn to contribute a sentence to the story. Small prizes are given each player who logically uses the word "pipe" in his sentence.

Barber Shop Quartet—Divide players into groups of four. Write suitable song titles on paper and pass out to the groups. In turn, each quartet sings the song in typical barber shop harmony. The quartet voted best wins a prize for each singer of the group.

Good songs for this event are "The Old Oaken Bucket," "Clementine," "Billy Boy," and "Comin' Through the Rye." Have copies of the songs on hand to distribute to the singers.

Word Welders—A time limit is set for this pencil-and-paper game, with a prize for the winner.

1. Weld a (fish) and an (animal's lair) to make a (vegetable plot).

2. Weld (part of a hog) and (to give permission) to make a (small village).

3. Weld a (man's name) and a (letter of the alphabet) to make the name of a (Book of the Old Testament).

4. Weld a (cry of pain) and a (body of water) to make a word meaning (to yield).

5. Weld an (insect) and a (cotton machine) to make a word meaning (to commence).

(1. gar-den, 2. ham-let, 3. Joe-l, 4. o-bey, 5. be-gin.) Increase the list if you wish.

Locksmith's Dilemma—With a very sad face, inform your guests that the door to the dining room is locked, you don't have a key, and all the locksmiths are away from business enjoying Labor Day. Then suggest that some guest may be able to help. Explain that a number of keys are hidden in the room and that it is possible one of them will unlock the door. The person who finds the right key unlocks the door and leads the way to the refreshment table.

If you need to borrow keys, be sure to return them promptly after the party.

Refreshments

Serve "brick" ice cream with cookies and pineappleade. Decorate the glasses with a cutout of a tradesman.

Use a sharp knife and a cardboard pattern in the shape of a saw for making the cookies. Lift on to pan with a spatula to prevent breaking.

Centerpiece—Your own ingenuity and available materials will determine your centerpiece. One hostess was able to borrow a miniature oil-well derrick for her centerpiece. You may have to settle with brother's dump trucks, railroad cars, or tool set.

Red, white, and blue paper napkins and plates should emphasize the color scheme.

Devotions

Subject: "Working for the Lord"

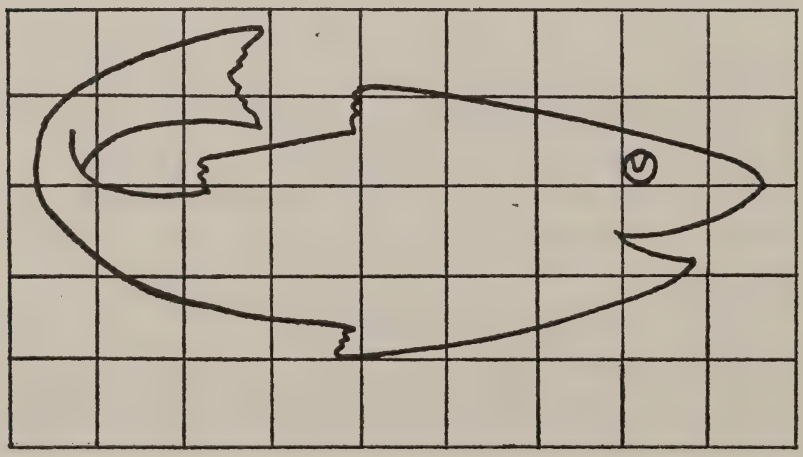
Text: 2 Timothy 2:15

Sing "Work, for the Night Is Coming" and conclude with a prayer.

★ A Fishy Party

Freshmen in either high school or college are good-naturedly nicknamed, "Fish." That's why a fishy party is equally appropriate for honoring students entering the schools for the first time or as a farewell for a freshman leaving for college.

Make decorated folders cut from green paper measuring 5 x 3 inches. On the cover use a cartoon sketch of a fisherman. Paste a broom straw in place for a fishing rod, attach a white string to the pole and glue it in place for the line. Draw a fish hook at the end of the line using white ink. On the inside sheet paste a fish cut from white paper. With green ink write this invitation message on the fish:



Invitations

There's something Fishy going on,
That much we will confess;
But what it is we're going
To leave for you to guess!

(Friday) Night (8) o'clock (710 Elm Street)

Decorations

Anything suggesting a nautical theme may be used for decorations. This will include fish photographs, magazine cutouts, fishing supplies, magazines and books with "fish" as part of the title, as Lloyd C. Douglas' *The Big Fisherman,* and also model cruisers and sailboats, paper canoes, and fish bowls.

Games

Fish out of Water—Unfortunately, this is the way guests sometimes feel at a party until they get acquainted. Start off with this icebreaker as soon as guests begin arriving.

At the door give a guest a paper fish on which a fish's name is written. The same name appears on two fish—one is given to a boy, the other to a girl. Instruct players to search through the guests to find fishmates. When the two fish are located, the couple drop the papers into a large fish bowl on a table in the party room. The two then become partners for the first game.

It should not be difficult to find suitable names of fish for all the guests.

Pearl in the Oyster—Couples have been paired off for this event. Announce that a certain number of oysters have been hidden about the party room, but that only one oyster contains a pearl. The couple finding the lucky oyster receives prizes.

The oysters are cut double from heavy gray paper, and are left hinged on one side. On the inside sheet paste such things as a bean, a grain of corn, a clear glass bead, a grain of wheat, a small colored button, a blade of grass, a pressed flower, and

the like. An imitation pearl bead from a dimestore necklace is found in only *one* oyster.

These paper oysters become party souvenirs.

A School of Fish—Pass out pencils and papers for this quiet game. The object of the game is to unscramble the names of the fish below. Increase the list, as you think best.

1. Creroak
2. Rtout
3. Sabs
4. Kipe
5. Chper

(1. croaker, 2. trout, 3. bass, 4. pike, 5. perch.)

Fishing for Compliments—The person selected to start the game stands before a second player and begins to fish for a compliment. He starts by saying something like, "Don't you think I'm handsome?" or "Don't you think my eyes are a pretty color?"

Instead of answering, however, the person being questioned must reply each time with the name of the fish he had in the icebreaker event. If the person fishing for a compliment succeeds in making the second player so much as grin, then that player becomes It and the game continues.

This game is intended solely to relax the guests and provoke good-natured laughter. There are no winners or prizes.

On the Trail of the Lonesome Pike—The hostess begins the story of the very, very sad fish who decided to leave school and start out on his own. A sheet of paper and a pencil are given to the first player who writes one sentence to start the adventures of the lonesome pike. The paper is passed to the second player who adds a second sentence, etc. It is permissible to read the story before adding a new line.

When all players have added a sentence to the story, the hostess reads it aloud. Sometimes it is very surprising how well players can create a story without any advance preparation.

Knot Tying—Every good fisherman needs to know how to tie knots, therefore, this knot-tying contest will determine which players possess this prerequisite to good angling.

Almost everyone can tie a simple square knot, the kind most popular for tying up packages for mailing. The catch to this contest is that a player must tie his knot white wearing a pair of men's cloth work gloves. Several contests can be carried on at the same time, especially if the crowd is large.

Give a player a foot length of fishing line and a very small fish hook. His job is to tie the line to the hook while wearing the gloves.

If desired, players can be divided into two teams for this contest, with the winning team being the one in which all players tie the line to the hook first. Only one hook and one line are used for each team, and a player unties, then reties the line to the hook.

Aquarium Antics—Couples are paired off again according to the icebreaker, and the couple pantomines the name of its fish. Or, if time permits, let couples plan a few minutes of humorous dialogue which furnishes a clue to the fish's identity.

Refreshments

Serve submarine sandwiches, King Neptune salad, coconut sinkers, and bilge-water floats.

The sandwich filling is a mixture of cottage cheese, onion, ripe olives, sliced tomato, and pickle relish. Spread on buttered frankfurter rolls. In the center of the top half, anchor a thick slice of pimiento-filled olive with a toothpick.

The salad is flaked salmon marinated in French dressing, then combined with diced celery, green pepper, and mayonnaise, served on a lettuce leaf.

The coconut sinkers are bakery doughnuts frosted with coconut sugar icing.

The bilge-water floats are glasses of chilled grape juice topped with a spoonful of lemon sherbet.

Place Mats—Cut these with pinking shears from any leftover roll of wallpaper with a nautical design. Coat with clear shellac.

Place Card—Use a fisherman's small float for a place card. Type name on card and attach to the float.

Centerpiece—Use a fish bowl with live fish. On the rim put a small figure of a fisherman which can be found in a store which sells aquariums and supplies. If this is not available, cut a sitting figure from cardboard and paint it with water colors. Attach it to the bowl and put a broom straw in his hand for a pole. Tie a string to the pole and on it fasten a tiny perch hook so the hook hangs just above the water.

DEVOTIONS

For the devotional period, use the Bible story of the miracle of the five loaves and two fishes as recorded in Mark 6:38-44, discussing the meaning this has for us today and how we can profit from its lesson.

Conclude with a hymn and prayer.

★Fun for the Ghost Set

The ghost set includes everyone from baby brother to grandpa, for the errie intrigue of haunted houses, stalking skeletons, grinning jack-o'-lanterns, and black cats is not limited to age.

Invitations

A Halloween party must have an invitation, so make it as spooky as possible by writing it with invisible "ink."

Cut a witch's gnarled hand from orange paper and fill in the details with black crayola. For the pattern of the hand use ¾-inch squares. Write the following verse in lemon juice and attach a white note written in "blood" (red ink), saying that the hand must be warmed near a fire before it will reveal its secret.

Witches and goblins,
  Black cats and owls,
Are invited here
  For a Halloween prowl!
Jack-o'-lanterns and
  Skeletons, too,
Will be at the door
  Waiting for you!
Wear a costume.
Time _____ Place _____

Word Spooks—These words look similar, but have very different meanings. Provide guests with pencils and paper.

1. Animal: (a) jaegar or (b) jaguar
2. Senseless talk: (a) gabble or (b) gable
3. Military uniform: (a) kaki or (b) khaki
4. A small bed: (a) palette or (b) pallet
5. A fish: (a) sturgeon or (b) surgeon
6. A tight rope is (a) taunt or (b) taut
7. A baby (a) wails or (b) wales

(1. (b), 2. (a), 3. (b), 4. (b), 5. (a), 6. (b), 7. (a).)

Shades from the Literary Past—This identification quiz may be conducted orally. Ask the players to use the following clues in identifying familiar characters from fiction.

1. A lamp and a ring (Aladdin)
2. An albatross (The Ancient Mariner)
3. A ghost (Banquo's ghost in "Macbeth")
4. A glass slipper (Cinderella)
5. The magic word, "Sesame" (Ali Baba)
6. A pair of shoes (Goody Two-Shoes)
7. An uninhabited island (Robinson Crusoe)
8. A Christmas pie (Jack Horner)
9. A secondhand proposal (John Alden)
10. Rats (The Pied Piper)

Superstitions—Each player is called on in turn to name a superstition which begins with the first letter of his first name. The last person remaining is the winner.

Suggestions:

1. Frank: "Friday is an unlucky day on which to begin a new task, for it will never be completed."

2. Barbara: "Black cats bring bad luck if they cross your path."

3. Larry: "Ladders bring had luck if you walk under them."

4. Mary: "Mirror breaking signifies seven years of bad luck."

5. Sarah: "Singing before breakfast means you'll cry before supper."

A Cat Hunt—Divide the group into two sides. Let the boys compete against the girls.

1. What "cat" is found in a waterfall? (cataract)
2. What "cat" is found on the dining table? (catsup)
3. What "cat" is always sick? (catarrh)
4. What "cat" is found in the schoolroom? (catechism)
5. What "cat" turns into a butterfly? (caterpillar)
6. What "cat" is found aboard ship? (cathead)
7. What "cat" is a church? (cathedral)
8. What "cat" is known to electricians? (cathode)
9. What "cat" is found in the barnyard? (cattle)
10. What "cat" is found on a baseball team? (catcher)

Graveyard Dwellers—This game can be very appropriately adapted to matching partners for refreshments. On slips of paper cut in the shape of a small white tombstone, write questions which might be asked of a graveyard dweller. Pass these to the boys. In a large box put several objects which provide answers to the questions. These are drawn by the girls. For instance, on one paper, "If you are a graveyard dweller, how would you get money?" In the box place an *urn*. Answer: *"Earn* it."

"What would you do if you heard a noise?"

Answer: "I'd (h)owl." A toy owl, or picture of an owl will suffice.

"Where would you get your water?"

Answer: "From a PUMP(kin)."

"G" Is for Ghosts—"G" also begins each of the words in this pencil-and-paper game. Each blank represents a missing letter.

1. G _ _ _ _ _, unit of liquid measure (gallon)
2. G _ _ _ _ _, rapid movement of a horse (gallop)
3. G _ _ _ _ _, overshoe (galosh)
4. G _ _ _ _ _, male goose (gander)

5. G _ _ _ _ _, automobile shelter (garage)
6. G _ _ _ _ _, small plot of cultivated ground (garden)
7. G _ _ _ _ _, attic (garret)
8. G _ _ _ _ _, hot spring (geyser)
9. G _ _ _ _ _, tittering laugh (giggle)
10. G _ _ _ _ _, tropical herb (ginger)

Refreshments

Serve apples-on-a-stick, jack-o'-lantern sandwiches, and magic potion.

The top slice on each sandwich is cut out to resemble a jack-o'-lantern. Use a ripe olive or nut filling.

The potion is cocoa with a marshmallow floating on top.

Following refreshments, pass fortune doughnuts. Write fortunes on pieces of thin paper and stuff inside each doughnut. Attach ribbons of orange and black. The fortunes are read aloud.

Use a home-carved jack-o'-lantern for the refreshment table centerpiece. Put a lighted candle inside, and set it on colorful autumn leaves and cornstalks. Scatter brightly colored Halloween masks about the base of the pumpkin.

Strips of orange and black crepe paper may be machine-stitched together for an effective table cover. Paste on cutouts of black cats, pumpkins, witches, and other Halloween symbols. Crepe paper napkins and nut cups can be bought already decorated.

★Columbus Day Party

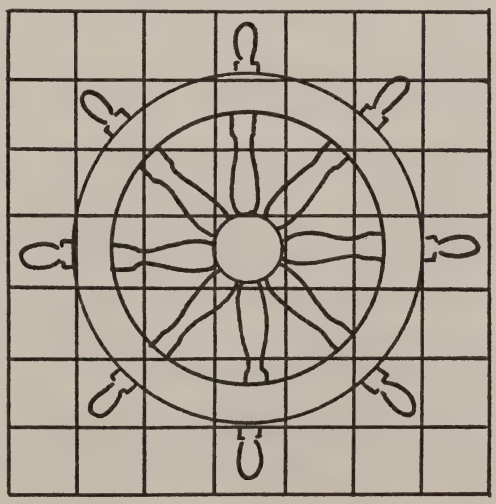
Turn back the pages of history and use Columbus' discovery of the new world as the theme for an October party.

Invitations

Get your guests in a nautical frame of mind by sending invitations cut in a circle with the cover decorated like a ship's wheel. Make your pattern with ½-inch squares. On the back of the paper write this message:

Columbus sailed the ocean blue,
They say, in 1492;
So (Wednesday) night we'll celebrate
This very, very famous date.

Include your name and address, the time of the party, and the date.



Decorations

Everything pertaining to the sea, geography, as well as Columbus himself is appropriate for decoration.

Make generous use of flameproof crepe

paper streamers. Also globes of the world and brightly colored maps.

Ask schoolteachers about pictures of Columbus. Those in the lower grades, especially, have large assortments of materials on Columbus and his voyages. Perhaps those which are suitable can be borrowed for the evening. (Handle carefully; return promptly.)

Make a sand table display using all the props depicting Columbus' landing in the new world. Use a large shadow box filled with sand. Paper ships, people, and so forth, help to put over the idea. A mirror serves nicely for water, and twigs become trees.

Other scenes which would contribute to the party atmosphere are "Columbus before Queen Isabella" and the three boats at the beginning of the first voyage.

Don't forget the part that spice played in Columbus' trip. Spice boxes can be used as part of the decoration.

Games

Matching Partners—Cut small paper ships, one for each guest. Two ships become a pair. For example, on one you can write, "Ahoy," while on the second you write, "Mate." The couple holding matching ships become partners for the first game.

Other suitable words are: anchors-aweigh; galley-slave; fore-aft; and bow-stern.

The words do not necessarily have to have a nautical significance.

Discovery of the New World—Cut out a large assortment of maps of countries all over the world. Mount these on medium-weight cardboard and press under a heavy book until dry.

Couples matched in the previous event play this game together as "companion explorers."

The maps are hidden about the party room, and at the starting signal a couple begins its voyage. There is only one map of the new world, and the couple finding it becomes the winner.

The boy is crowned Christopher Columbus and the girl becomes Queen Isabella for the remainder of the party.

Reading the Compass—The hostess arranges in advance for two guests to perform this trick. The remaining guests, therefore, must not know of this arrangement.

When the hostess asks for volunteers at the party, she carefully selects the right person to act as the navigator, and the confederate (the second guest in on the plan) keeps his identity a secret.

The hostess places a large cardboard compass in the middle of the floor, and the navigator leaves the room.

"Which way shall we sail?" ask the hostess.

"East," says a guest.

The confederate slowly changes his position to be opposite the "E" on the compass.

When the navigator returns to the room, he knows immediately from his confederate's position that the direction is East, but to make it appear as if he is having difficulty, he stalls for several seconds, posing as a person in deep thought.

The game is played only a few times, but how the trick is done should not be told.

The Queen's Jewels—The queen's jewels are hidden in the following chest of words.

Give each couple a copy of the game, with instructions to find the names of five jewels which are hidden in the words. Set a time limit.

"Lydia Mond bought a pear late one afternoon. 'Rub your pear and it will shine,' said the shopkeeper.

" 'O pal, I know you're kidding,' said Lydia. 'Go lose yourself in a gar net.' "

(Diamond, pearl, ruby, opal, garnet.)

Christopher Columbus—Give players pencils and paper and instruct them to write as many words as they can find in "Christopher Columbus." The catch is that the letters must appear in their *proper sequence* as hit, top, her, bus, and rope.

Two-letter words score five points; three letters, ten points; four letters, fifteen points, etc. The best word maker receives a prize.

Sailing Race—Stretch three cords of equal length across the room about five feet from the floor. On each string slip a disk of cardboard. On one disk write, "Santa Maria." On the second, "Pinta." On the third, "Nina."

The hole in the center of the disk should be at least one-fourth inch larger than the diameter of the string.

Three contestants stand at the end of the strings. When the signal sounds, a contestant starts blowing at the "ship" on his string. The player who blows his "ship" to the opposite end of the string first is the winner, and receives as his prize a toy sailing vessel.

Ship's Cargo—Remembering that Columbus made his famous discovery on October 12, 1492, prepare a list of items and ask the players to check the ones which Columbus could have had aboard the flagship *Santa Maria*. Many of the items were still undiscovered at that time. The player having the longest correct list is the winner and receives a book about Columbus. Increase or adapt this list to suit your needs.

1. A flute. (Yes. The flute was invented in 1506 B.C. by Hyagnis, a Phrygian.)
2. Thermometer. (No. It wasn't invented by Drebel until 1620.)
3. Sundial. (Yes. There was a sundial in Rome as early as 293 B.C.)
4. Silk cloth. (Yes. The manufacture of silk was introduced from China into Europe as far back as 551.)
5. Air pump. (No. The air pump was invented in 1654.)
6. Sewing machine. (No. It was patented in 1846.)
7. Magnetic needle. (Yes. It was known in Italy in 1150.)

Refreshments

Serve Columbus cake, fruit salad, and iced punch.

Cut cake into squares and decorate top with cake decorator attachments, outlining the design of one of Columbus' ships.

The salad is fruit cocktail molded in lime gelatin and served with whipped cream-mayonnaise dressing.

Use cardboard miniatures of the *Santa Maria,* the *Pinta* and the *Nina* for the centerpiece. Smaller ships at each setting serve as place cards.

The party favor may be a bit "smelly," but appropriate. A law in the time of Columbus forbade mariners from eating garlic for fear of affecting the compass and throwing the ship off course. Put small garlic cloves in cellophane bags and attach the above explanation on a card. Bags can be made from cellophane and sealed with a warm iron. Then place the garlic clove inside and staple shut as you attach the card on which the explanation is typed or handwritten.

Devotions

Subject: "Temptation"

Text: Matthew 4:1-11

Close with the hymn, "Yield Not to Temptation," and a prayer for strength to conquer this evil.

★"Hold That Line" Party

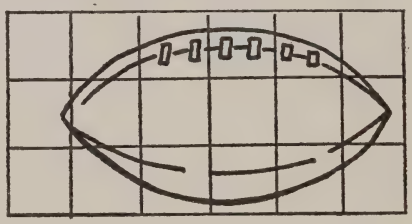
Any night from Labor Day until Thanksgiving is a good time for a "Hold that Line" Party.

Invitations

Cut the invitation from brown paper in the shape of a football, a player's helmet, or your school's pennant with the details filled in with white ink. Or, if you wish, use the team's colors.

The message:

Make that tackle,
Yea, Team, fight!
At our party
(Friday) night.



Give address and party time.

Decorations

Include just as many decorations as possible which in any way emphasize the football idea. Improvise goal posts across each end of the party room, and mark off the area between for the playing field. Wrap posts with flameproof crepe paper streamers in the school colors. Turn the chairs into bleachers on the sidelines, and hang an oversized scoreboard on the wall.

Other ideas are football posters, the printed game schedule such as stores display, as well as pictures of the players on the team which you have cut from the local newspaper (or real photographs, if available).

A football mobile is something "different" to serve as a conversation piece. To make, cut two large footballs from lightweight cardboard. Fill in details. Cut one football halfway down the center following a line from centerpoint top to the middle. Cut the second football just the opposite—halfway up from centerpoint bottom to the middle. Make a hole at the top of the first football. Tie a string in it for hanging. Put the slit of the first football into the slit of the second football, so the footballs fit together. Hang the mobile by the thread near an entrance so the air will set it in motion.

Games

Kickoff—Start the games in football fashion with a kickoff. Divide players into teams. Stretch a heavy cord from one side of room to the other. One team stands on one side facing the opposition across the cord.

Toss an inflated balloon to the team captain on one side with instructions that no player can move his feet in an effort to reach the ball. The object of the game is to return the ball to the opposing team without permitting it to touch the ground before doing so. In the event the ball does touch the ground, the opposing team scores a touchdown and the game starts again. The score is kept, and after the playing time is up, the team with the most touchdowns is the winner. If a player moves his feet, his team is penalized and loses the ball.

Bowl Games—Give players pencils and paper, and ask them to write as many football bowls as they can think of, giving also the names of the cities where the games are played.

Rose Bowl (Pasadena, Calif.), Sugar Bowl (New Orleans, La.), Cotton Bowl (Dallas, Texas), etc.

Touchdown—Players take turns trying to touch the floor with their finger tips without bending their knees. One player competes at a time, and those who successfully perform the feat receive small prizes.

Scoreboard—Give each player a scoreboard on a sheet of paper, with the scores filled in. Prior to the party, hide numbers

about the room which correspond to those on the scoreboards. When the player finds a number, unless it matches a score on his sheet, he must leave it where it is. The player finding numbers he needs first is the winner. If the crowd is large, play the game in two's or four's.

Blind Tackle—Suspend a dummy football player from a doorway. Blindfold a player and let him attempt to tackle the dummy. Players take turns. This is all in fun and the good sports will enjoy the laughs they receive for their awkward actions.

In a Huddle—Arrange boys in a circle on all fours and give each an empty spoon to hold in his mouth. Place a boiled pullet egg in the first player's spoon. He turns and tries to place the egg in the next player's spoon without touching it with his hands. If the egg is dropped, that player must leave the huddle. The last man remaining (and it won't be long) is the winner.

Line-Up—Divide players into teams and give each a box of letters of the alphabet (cut from newspapers and magazines) needed to spell the names of the players on your school's football team.

The side which correctly arranges its line-up in the shortest time, is the winner.

Surprise Play—Select a panel of six quizzers, and let a seventh man represent one of the key men on the school's team. The spectators are told who the player is, but the panel doesn't know. When they ask questions, the mystery man answers.

This stunt can be made very interesting, and is a good game for ending the play session of the party.

Refreshments

Serve "drop" cookies, hot punch, and a variety of dips with small crackers and potato chips.

Place Card—Use paper folders for the place card, and decorate with a football helmet.

Centerpiece—Set up two goal posts using the length of the

table. Run a string from one to the other, and on the string attach small cards, each bearing a letter to spell out the school's team name.

Other table decorations may include school pennants, cut miniature size from paper, glued to a toothpick and secured upright in gumdrops (use school colors).

Devotions

Subject: "The Parable of the Trees"

Text: Judges 9:7-15

Have someone speak briefly on the parable's application to Christians today, both as individuals and as church members. It points up the readiness with which people let personal or business matters interfere with their taking an active part in Christian service. It reveals how necessary it is that everyone do his part so a church or a community can exercise an influence for good on the wider community—the state, the nation, and the world.

Conclude with a hymn and prayer.

★A Scrapbook Party

At this party you invite your guests to help you do something for someone else.

Almost every locality has a children's hospital, a children's home, or a residence for underprivileged children. They would enjoy a scrapbook shower.

INVITATIONS

Fold white drawing paper and decorate the cover. Either draw the design or cut items from a magazine. On the inside sheet write your message.

We're *scrapping* together
A party surprise,
So why write a *book,*
Or advertise?

Include the place, date, and time.

If your group has an entertainment fund, perhaps you can take the money from that for supplies. Otherwise, ask each guest to bring a scrapbook, preferably with a bright-colored cover. These books need not be uniform in size, but they should be at least nine by twelve inches.

Before the party, set up small tables where four people can work together. Furnish the table with a jar of paste, four pairs of scissors, a box of crayolas, and a stack of magazines. Adult magazines will do, especially if they have children's pages, but magazines edited for the younger groups are better. You may

be able to get all you need from neighbors' homes. If not, visit a dealer in secondhand magazines. Stacks of back issues can be bought for a small amount. In fact, you should be able to buy all you can use for less than one dollar.

While planning the party, prepare a list of scrapbook subjects, giving consideration to small children's interests. The subject, "Pets," will come near the top of the list, for there are few boys and girls who do not dream of owning a puppy, a bird, a cat, or even a baby chick.

The person who selects pets as his subject—and the books will be more interesting if each concerns only one topic—will print PETS as neatly as possible on the flyleaf of the scrapbook. Instead of using a single color for the lettering, give it a carnival gaiety by printing the "P" with green crayola, the "E" with purple, the "T" with blue, and the "S" with red.

Have the guests cut pictures of pets from magazines and paste one pet on each page. Underneath the picture identify the pet by printing something like this: "Here is Spooky, a cocker spaniel puppy. We call him Spooky because he is as black as the darkest night on Halloween."

A child will turn to look at the animal many times if something is written to identify him, for now he is not just any puppy but he has a name and he reminds the child of that delightful night when jack-o'-lanterns, spooks, ghosts, and goblins are supposed to be everywhere.

Your guests will have enough imagination and artistic ability to make these books really interesting projects.

One scrapbook subject might be an Alphabet book, and on page 1, for instance, is pasted a large letter "A" from a magazine. Look through the magazines and cut out colored pictures showing objects which start with the letter "A." Choose objects familiar to children. Paste these on the "A" page. Beneath each picture write a simple question as, "Can I fly?" "Am I a fruit?" "Have you seen me at the zoo?" Suitable objects for this page are Apple, Airplane, Accordion, Acorn, Automobile, Alligator, and Ape.

In another scrapbook paste games which the children can play.

One scrapbook might contain unpainted pictures for the children to color. Beneath an apple, for instance, print, "Paint the apple red, the leaf green." Attach a box of crayolas to the cover of the book with gummed tape.

Use magazine pictures as patterns for a FOLLOW-THE-DOT BOOK. One of the more artistic guests should be assigned this subject.

From children's magazines cut short stories and paste in the book to be entitled READ-ALOUD STORIES. The stories in each book should be for the same age group.

Children like humorous verse. They also like verses about animals, or about their own everyday activities. Remember this when making selections for the VERSE SCRAPBOOK.

For a PUZZLE BOOK try to use illustrated puzzles when possible. Number the puzzles consecutively, then at the back of the book paste the answers in the same order.

A RIDDLE BOOK is made along the same plan given for the PUZZLE BOOK. The riddles are numbered with the answers given in the back.

In the TRICK BOOK simple, illustrated tricks are best. Children like pictures. Be sure that the solution is given following the trick.

With these ten suggestions as a starter, you and your guests will think of many others.

After the books are finished, pass paper towels and bowls of water for a finger washing. Then invite the busy workers into the dining room for refreshments.

Centerpiece—Use an open scrapbook for a centerpiece, with scissors, paste pots, magazine cutouts, crayolas, and pencils surrounding it. String a colored paper ribbon from the scrapbook to each place setting where it is anchored to a small autograph book (the party favor). Use decorated pencils for place cards. Cut boy and girl silhouettes and paste to the front of the pencils. Write guest's name on the cutout.

Refreshments

Serve ribbon sandwiches, fruit gelatin salad mold, and hot tea.

Ask for volunteers to deliver the scrapbooks the following morning to the library or the playroom of the hospital or institution of your choice.

Devotions

Subject: "Giving"

Text: Luke 6:38; Romans 12:8; and 2 Corinthians 9:7

Someone may give a meditation on "Rules for Giving" as outlined in the Scriptures. Sing, "Give Me Thy Heart," and conclude the evening's activities with a benediction.

★Fun on the Frontier

Guests don't need to be Daniel Boones or David Crocketts to have fun trail blazing their way through a frontier party. Of course, if someone wants to wear a coonskin cap or the fringed leather jacket of a frontiersman, so much the better for party atmosphere.

Invitations

Let the guests trail-blaze their way to your door with the help of a map you send them on the invitation. Be sure to show plainly where you live. On the inside sheet of the folder write the date and party time, then add, "Please bring two No. 1 cans of peaches." Change this item for each guest so the baskets can be filled properly.

Decorations

This theme combines well with decorations and traditions symbolic of November and the Thanksgiving holiday. Autumn leaves give the house both an outdoor appearance and odor. Use lots of them and try to devise original ways for displaying them. Tiny corsages make pretty party favors for the girls as well as lapel ornaments for the boys.

Give your party that something extra by sharing it with others who may be less fortunate than the members of your group. Ask each guest to bring the item you specify on the invitation. The number of guests will determine the number of baskets you can prepare, but use these donations to fill surprise baskets

to be distributed the day following the party.

Decide ahead of time where the baskets will go so that you can ask for appropriate items. Also use variety in choosing the recipients. If you have enough for three baskets, then choose a man, a woman, and a child. For the child's basket include something besides essentials. A brightly colored toy will cheer a child much more quickly than a can of soup. The same goes for grown-ups. It is well to include vegetables, but add something special. If the man is confined to a wheel chair but has good eyesight and likes to read, include a book or stack of magazines which suit his preferences. Sometimes such inexpensive items as a new pair of scissors, embroidery floss, or transfer patterns will delight an older woman.

You may be able to borrow David Crockett paraphernalia from the younger members of your family, and use these as props.

Also use maps and charts drawn on brown wrapping paper and given a weathered look by tearing the outlines rather than cutting them, smearing the paper with dirty fingerprints, and folding and unfolding the paper to give a much-used appearance. Large maps of this description may be thumbtacked to the wall.

To harmonize with the autumn leaves, include green, brown, and orange crepe paper streamers and balloons.

Games

Icebreaker—As guests arrive, give each of them assorted letters of alphabet macaroni with instructions to spell out their names. Since it isn't likely they will have all the required letters to do that, they must exchange their unneeded letters with other players until they have all the letters used to spell their names.

For example, "Alice" approaches "Edward" and says, "So sorry, but do you have a 'C'? My name's 'Alice.' "

If he has the letter and doesn't need it, he says, "So sorry, but I'll trade it only for a 'D,' and my name is 'Edward.' "

That is the procedure for strangers to become acquainted.

If players already know each other, they simply say, "So sorry, I need a 'C,' etc."

Backtracking—Unless the pioneer was a very good woodsman, it is likely that he did a lot of backtracking over the trail. But it isn't likely that he did it the way the players must.

Cut large tracks (using a man's shoe for the pattern) from cardboard and place along the floor of the party room. To learn the tracks' locations, the player steps in the tracks going forward. When he reaches the last track, however, he reverses his route and backtracks while still facing forward. Naturally, he can't see where he is going.

The player who touches the most tracks is the winner. He does not have to step directly on the track so long as he touches it with either foot.

Camp Stew—Divide players into two teams. Blindfold all players and give each a teaspoon.

Place a large bowl of dry cereal in the hand of the first player on each team, instructing him to feed a spoonful of stew to the second player. He then passes the bowl to the second player who feeds the third player, passes the bowl, and so on to the end of the line.

The team to finish first is the winner.

The fact that the players are blindflolded, makes this an amusing, though uncertain, relay.

A Tree Story—The trailblazing pioneers probably saw many kinds of trees while cutting their paths through the dense forests.

Divide players into pairs. Distribute sheets of paper on which is typed (or mimeographed) "The Tree Story."

Instruct players to fill the blanks with appropriate tree names to complete the story. Possible answers are shown in parentheses.

(Rose) Wood lived in (Palm) Springs, Calif. She was (poplar) at school. One of her favorite pastimes was going to the (beech). In fact, she was (plum) crazy about it. She seldom went alone, for she and crape (myrtle) made a handsome (pear). Usually, she'd wear her (orange) dress and pin a (tulip) in her hair.

Sometimes when her Dad objected to her going, she'd say, "Oh, (paw paw)! (Yew) know you don't mean that." And that would be as (fir) as he would get.

Finally, the boy of her dreams (ash) her for a (date). When he came, he was all (spruce)d up. But she didn't like him after all, for it turned out that he was a real (lemon).

Turkey in the Straw—Have four boxes of equal size. Wrap one box in five sheets of paper, one sheet at a time and secure with transparent tape. Wrap second box in ten sheets; third box in four sheets; and fourth box in twelve sheets.

Players are seated and the boxes are passed out with instructions to keep them moving as long as someone at the piano is playing, "Turkey in the Straw." When the music stops, players holding the boxes remove the top sheet of paper. When music starts again, boxes are passed. When music stops, another sheet of paper is removed as before. The player who holds the box when the last sheet is removed, receives the contents of the box as his prize.

Wilderness—Using the word, "Wilderness," ask players to find the following items which can be spelled using only the letters in that word.

1. Not tame (wild)
2. Beverage (wine)
3. Very broad (wide)
4. Fencing material (wire)
5. Straight mark (line)
6. Pot cover (lid)
7. Moisture on grass (dew)
8. Wild animal's lair (den)
9. To travel, as in a car (ride)
10. Color (red)

Refreshments

Serve cheese and deviled ham sandwiches, petite cream puffs, and grapeade.

Centerpiece—Make a cornucopia centerpiece from two natural straw place mats rolled into cones and filled with a few flowers, ripe wheat stalks, and an assortment of berries, grapes, pears, and apples. Try out your own variation of this idea with different combinations of fall fruits and vegetables. If you don't have the mats, make them by weaving narrow strips of heavy tan cardboard.

Party Favors—Fill nut cups with small pieces of candy which you have wrapped in polka dot cellophane. Cut the paper long, and twist at the end.

Devotions

Prepare a Thanksgiving meditation on Psalm 107:1-2. Present this after singing, "Count Your Blessings." Call on guests to tell of the things for which they are most grateful. Close with prayer.

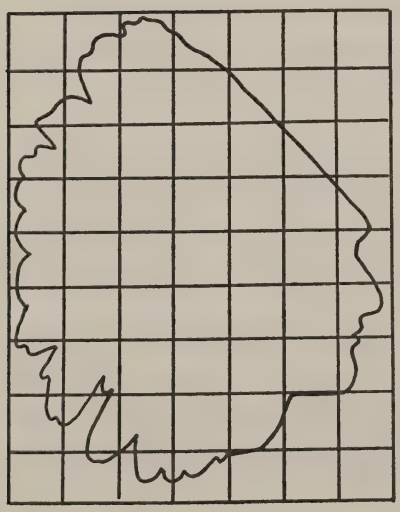
★Indian Party

For a November party use the American Indian as the central theme.

INVITATIONS

From red paper cut invitations in the shape of an Indian's head, using ½-inch squares for your pattern, and write this message in black ink:

Little Minnie-haw-haw,
Prairie Flower, and Black Crow
Are having an Indian Party,
And they'd like for you to know
That with a feather in your hair,
Or moccasins on your feet,
You're expected at their *wigwam*
For a real November treat!



Time _____ Place _____
Date _____

Guests may come in complete or partial costume. The girls can dress as squaws and strap doll papooses to their backs. The "braves" can

make fancy headbands by pasting ordinary chicken feathers between two layers of heavy paper.

If a barn is available, have the party there. By stacking several bales of hay, cornstalks, and wildflowers in the corners and around the door, the setting will be transformed into a field at harvest time. The effectiveness of the natural props of hay and cornstalks can be increased by dark brown and red crepe paper streamers strung from the rafters. Bowls of autumn fruits and tubs of polished vegetables such as gourds, squashes, and pumpkins should be used. If you do not have the use of a barn, then substitute the school gymnasium, youth center auditorium, or a large living room in a private home.

The hostess prepares in advance a name placard for each guest. These are made from squares of cardboard on which names are written. A length of string is attached to two sides of the cardboard to hang the placard around the neck. Each guest is named as he arrives. Suitable names are "Flying Bird," "Cactus Flower," "Swift Deer," "Sun-on-the-Mountain," and "Pretty Eaglet."

Games

The Indians had many signs and symbols, as evidenced by the designs found on their ceremonial altars and pottery. Just how well the guests know these can be determined by this Matching Partners stunt.

Matching Partners—At the public library or at a bookstore you should have no trouble finding a book illustrating and describing Indian symbols. Limit your selection to the better-known designs to prevent delay in matching the designs and their meanings by the guests.

On one card print a name, such as "Thunderbird," and give this to a boy. On a second card, draw the matching Indian symbol and pass out to a girl. Other symbols quickly identified are: arrow, arrowhead, cactus flower, horse, bird, sun rays, man, and tepee.

Crossed Arrows—Divide the players into two tribes—the Cherokees and the Comanches.

The Cherokees and Comanches line up facing each other. The two Indian chiefs (first player in each line) are given long cardboard arrows to hold crossed in an arch between them. To the Indians, crossed arrows symbolize friendship. The last player in the Cherokee line comes forward and stands before the crossed arrows. The Comanche chief asks, "Friend or foe?" If the tribesman answers, "Friend," the Comanche chief asks a question similar to those listed below. If the tribesman answers correctly and proves his friendship, he is allowed to pass beneath the crossed arrows to take his place at his chief's right. If he gives an incorrect answer, he becomes a "foe" and is cast aside (retired from the game). A Comanche tribesman competes next with the Cherokee chief as the interrogator. If a player answers, "Foe," he is told to give a war cry before being retired from the game. The tribe which has the most tribesmen left after all players have had a turn, is the winning team.

Suggested silly questions (with answers) are furnished to each chief.

1. What has teeth, yet never chews? (comb)
2. Why does a policeman wear a cap? (to cover his head)
3. What can be seen although it's entirely covered? (a book)

Indian Tribes—Couples matched in an earlier stunt compete together in this game. Give players pencils and paper. Five minutes is given for writing down the names of as many Indian tribes as the players can think of. The couple with the longest list wins Indian souvenirs such as colored beads, an Indian doll blanket, or a war drum. Suggested tribes: Chickasaws, Choctaws, Creeks, Cherokees, Comanches, Sioux, Navajo, Pincus, and Pueblos.

Wampum Beads—Obtain a large assortment of wooden beads. Divide into equal numbers and place in separate containers. Thread two needles with long, stout thread. The tribesmen take

turns stringing the beads. The tribe finishing first wins the necklace.

Corn Harvest—Before the party, hide a large number of grains of corn (Indian corn if you can get it) about the room. The Indian chiefs are given two baskets and the corn harvest begins. When a tribesman finds a grain of corn, he signals to his chief who brings the basket and harvests the corn. A golden grain is hidden, also, and the tribesman who finds it wins an individual prize. The golden grain is made by wrapping a regular grain in gold foil or coating it with nail polish and gold dust.

Bows and Arrows—An indoor dart set can be used for this game. Each tribesman's score is totaled with his tribe's.

Thunderbird Track—This symbol to the Indians meant "bright prospects," and so it does to the tribesmen attending this Indian party, for the thunderbird track leads to the refreshment table. Draw these tracks on pieces of paper, with clues. One paper may read, "Follow this track to an arrowhead." A paper (or real) arrowhead is hidden with another paper reading, "Go to the wishing well," and so on until a clue is found which reads, "Plenty game. Adjourn to feast."

Refreshments

Cover the table with a brown cloth, or use strips of brown crepe paper. Erect an Indian village as a centerpiece, using a paper tepee decorated with Indian symbols drawn on it with colored crayolas. Also include small Indian dolls, Indian cutouts, or any other props you can find.

Cut Indian place cards from paper and decorate. Have miniature bows and arrows as favors for the boys and tiny squaw dolls for the girls.

Serve arrowhead sandwiches, laughing water, and squaw bread.

Cut sandwich bread in the shape of an arrowhead before spreading with the filling. Laughing water is lemonade tinted

green, and the squaw bread is a tea cake cut with a doughnut cutter before baking. If you wish extras, add pickles, olives, and potato chips.

DEVOTIONS

Subject: "prayer"

Text: Matthew 21:22

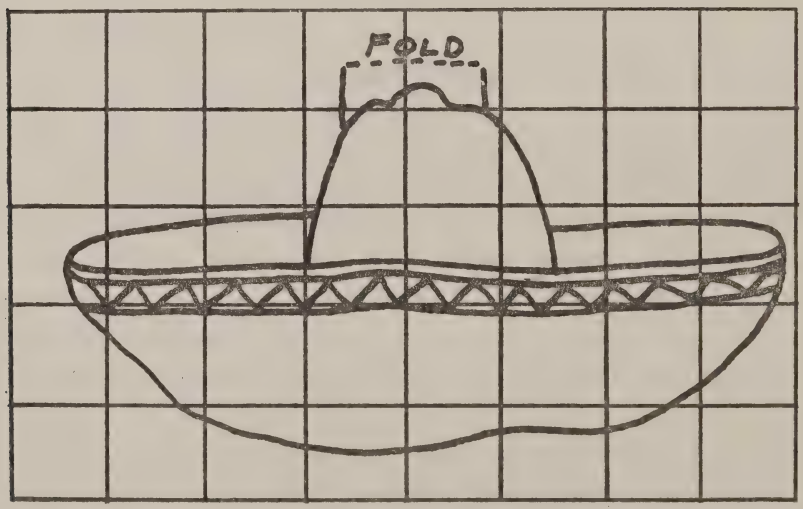
Preceding the benediction, suggest that the group sing, "Sweet Hour of Prayer."

★Fiesta Party

November's cool weather provides an ideal setting for a fiesta party, and the colorful atmosphere of a South-of-the-border theme helps to make it a success. This social is equally suitable for a large or small crowd.

Invitations

Cut invitations from folders of brown construction paper in the shape of a Mexican *sombrero*. On the brim draw a zigzag pattern with red, green, and blue crayolas. Write the following message on the inside sheet, alternately using inks of different colors for a gayer presentation.



Every *Juan* and each *Maria,*
Each *señor* and *señorita,*
Wear *sombrero* or *serape,*
And attend our gay Fiesta!

Include time, place, and date.

Decorations

Use potted cacti, huge straw *sombreros,* green cutouts of cacti, brown cutouts of donkeys, giant pink cardboard pigs—anything and everything you can find which will give the party room the needed color for a Mexican fiesta. Use multicolored balloons, singly and in bunches, suspended from the ceiling, on walls and over doorways. Be extravagant with flowers.

Don't forget the music. A record player is a background "must." Keep it low, however, so that it never dominates or interferes with the conversation.

Games

Grab the Tortilla—This icebreaker is the Mexican version of the familiar "Spin the Plate" game.

Place two shallow pie plates together (rim to rim), and tape the edges securely. Next, completely wrap in brown crepe paper, and glue down paper ends.

Standing in the center of the room, It spins the *tortilla,* calling out the name of a guest who, preferably, is a stranger. The guest whose name is called tries to catch the *tortilla* before it stops spinning. If successful, the guest becomes It and the game continues as before. If the guest does not catch the *tortilla* in time, he becomes It.

Mexican Jumping Beans—Get Mexican jumping beans from a curio shop. Divide the players into teams of two each; however, several teams can play at the same time to make the game move faster.

Each player warms his bean by holding it in his hand very tightly until the "Go" signal is given. Then the players place

their beans in the center of a large circle drawn on a sheet of paper and placed on the floor. If any player's bean jumps outside the circle, he is declared the winner and receives a prize.

Speak Spanish?—This game is conducted orally, and the following story is read by the hostess with the players supplying the missing Spanish words. Increase the story to any desired length.

"The (tourist) going to Mexico will exchange his money for (dollars) and (cents). If he travels by car, he will buy his gasoline by the _____, and before he is home again he will travel many _____, but usually on a paved _____. At intersections, he will see _____ (stop) signs and _____ (go) signs.

(Tourista, pesos, centavos, liter, kilometers, camino, alto, siga.)

Floating Gardens—Give players a quiet period with this game based on Mexico's famous floating gardens at Xochimilco. Pass out pencils and paper. Players are instructed to write the name of every flower they can think of during a set time limit.

The person having the longest correct list is the winner, and receives a potted cactus plant for a prize.

Going to Mexico—The first player (who knows the trick) says, "I'm going to Mexico tomorrow and I'm going by train." This would be correct because his first name is "Tom" and both "Tom" and "train" begin with the letter "T."

The second player, whose name is "Beulah," says, "I'm going to Mexico and I shall ride a burro."

If a player uses the wrong word his trip is canceled, and he must remain at home. The game continues until each player has a turn.

Possible answers include airplane, boat, bus, car, cart, dory, elephant, ferry, giraffe, horse, and donkey.

The Serenading Troubadors—Three male guests don *sombreros,* throw *serapes* over their shoulders, and entertain the guests with a group of favorite Mexican melodies.

Breaking the Piñata—No fiesta party would be complete without breaking the piñata (pronounced peen-yata). Use a large

paper bag, similar to cleaners' bags. Seal the bottom with tape or glue. Next, cover a small area of the bag with glue, and dust with colored confetti. Continue until the entire bag is covered. Fill bag with small wrapped favors. Suspend the *piñata* over an open doorway. Blindfold a boy and a girl, give them newspaper rolls (also covered with crepe paper), which they use for striking the bag. When the *piñata* is finally broken open, the guests rush forward to claim party favors.

Refreshments

Serve chili meat balls, toasted tortillas, sombrero salad, and hot chocolate.

Add two teaspoons chili powder for each two pounds of ground beef in a standard tomato-meat ball recipe. Make balls miniature size, using three per serving.

To toast tortillas, cut into pieces one-inch square, then fry in deep fat until a light brown color. Drain on paper. Salt.

The salad is made using a slice of pineapple for the hat brim, a cone of seasoned cottage cheese for the crown, strips of green pepper for the hat band, and pimiento for the bow.

Cover the table with a Mexican peasant cloth. If you have them, use straw place mats, pottery plates, and Mexican blue glasses.

Yellow and bronze chrysanthemums in a green pottery bowl make a pretty centerpiece.

Place Cards—Make stand-up place cards from white paper, 4 inches by 6 inches. Use a *señor* sketch for the boys; a *señorita* sketch for the girls.

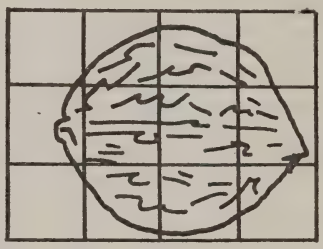
Devotions

Subject: "Hope"
Text: Galatians 5:5
Conclude with a song and prayer.

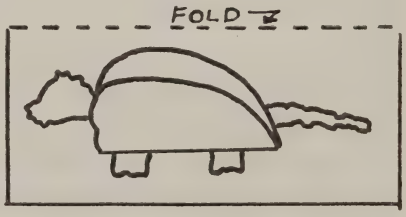
★A Nutty Party

Invitations

Cut invitations from brown paper folders using pecan, walnut, or Brazil nut with 1-inch squares as your pattern. Or, use a plain folder and decorate the cover with a "nutty" animal. Use the shape of one of the nuts mentioned for the animal's body, then draw prehistoric legs and feet, tail and head. Inside the folder write this message:



I'm giving a *nutty* party,
Don't ask why you're invited,
But don't be late,
For this special date,
And the *nuts* will be delighted!



Time_____Place_____Date_____

Decorations

In the party room the decorative theme is nuts in any way that you can emphasize it. Several bowls of nuts with nutcrackers for the use of the guests are placed conveniently about the room. A large cutout of a peanut man near the entrance

door would be especially attractive.

Games

Matching Partners—Write each girl's name on the back of a paper peanut and attach to a small tree cut from cardboard or made from real branches. The boys learn the identity of partners for the first game by picking a nut.

Nutty Cablegrams—Give two players a pencil, and paper on which is written the word, "Nuts." The players are invited to write a cablegram using four words, each of which begins with a successive letter in "Nuts." Increase the fun by suggesting that names of persons present be used whenever possible. Sample:

"Ned Urges Tuesday Session."

The Story in a Nutshell—Divide players into two groups and give each group a typed story consisting of not more than ten sentences. This may be copied from a storybook, or be something timely written by the hostess. Before the party, type two copies of each sentence. (You need twenty walnuts.)

Open a walnut, remove the meat halves, place one sentence of the story inside, and glue shells together again. Hide the walnuts in the room. The first group to find all ten sentences needed to complete the story is the winner.

Nuts to Crack—This is an identification quiz, and may be written or oral. Increase the list, using a couplet to describe a nut.

1. In sunshine or gloom
   This nut is found in every room. (wal-nut)
2. This nut is often a boy's name,
   But it's seldom spelled the same. (filbert)

Pecan Toss—Place a small wicker basket on the floor at one end of the room. Give each player five pecans and ask him to stand at a designated location and toss the pecans into the basket.

Whistling Race—A contestant places a filbert between his

lips while he whistles a familiar tune. Keep check on the time required for the group to recognize the song.

Old Chestnuts—Let everyone be seated for a session of "chestnuts"—stale jokes, riddles, conundrums, and charades. The older they are, the funnier the telling. The hostess can start off with such old-timers as:

1. When is a piece of wood like a queen? (When it's made into a ruler.)
2. What word do all Texans always pronounce right? (Right)

Refreshments

Serve pecan pie, Waldorf salad, olive-nut canapes, and salted nuts. Hot tea or coffee is a suitable drink.

For the centerpiece fill a small basket with polished apples, nuts of all kinds, and autumn leaves.

Use empty peanut shells glued to a cardboard giraffe for the place card. Cut the cardboard figure with the fold at the top so it will stand upright.

Use a standard recipe for both the pecan pie and Waldorf salad. The canapes are made by combining ½ cup ground stuffed olives with ½ cup chopped walnut kernels and 1 tablespoon mayonnaise. Spread between crisp dessert crackers.

Place shelled nuts, blanched or unblanched, in shallow pan or cooky sheet and add 1 teaspoonful melted margarine or salad oil for each cup of nut meats. Brown in moderate oven (350 degrees F.) about 20 minutes, stirring frequently. Spread out on paper, sprinkle with salt, and cool.

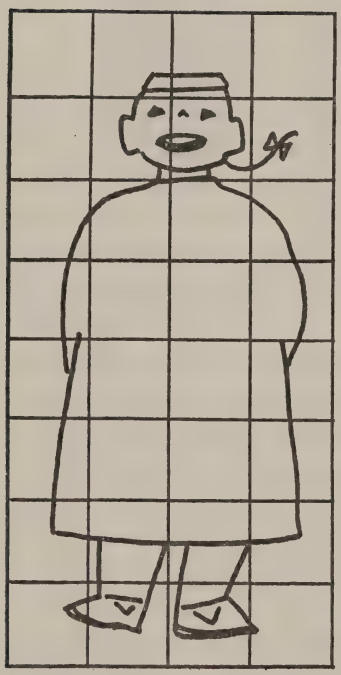
Devotions

Subject: "Praising God"

Text: Psalm 117

Lead the group in singing "Praise God from Whom All Blessings Flow." Conclude with a prayer.

★Chinese Party



Invitations

Cut the figure of a Chinese boy from paper using ½-inch squares, draw facial features with ink, and attach a queue made from braided strands of black yarn.

Write this message across the boy's coat:

You're invited to our pagoda,
For a Chinese rendezvous,
Dress Oriental—boy or girl—
And don't forget your queue.
Address____Time____Date____

Headdress

Make a chrysanthemum headdress for each girl from crepe paper. Attach to a metal or plastic headband such as can be bought at any dime store.

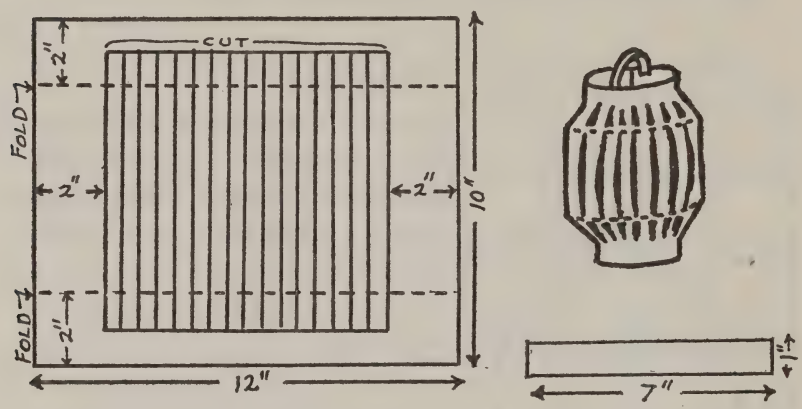
Coolie hats for the boys are made by cutting 12-inch circles from yellow paper and painting Chinese characters around ¾ of the outer edge with black India ink or water colors. Cut in to center and overlap one-half inch, then paste a seam to give the hat a cone shape. Attach strings for tying under the chin.

Wear a black skirt and a mandarin-collared blouse if you have one.

Decorations

String Chinese lanterns throughout the rooms, using them over Christmas tree lights.

To make a lantern, cut a strip of flowered wallpaper 10 inches by 12 inches. Fold the paper in half crosswise. Starting at the fold cut in ¾-inch strips to within one inch of the edge. Next,



crease horizontally near the edges. Bring sides together and paste. Push lantern together from top to bottom, accordion fashion. Cut a strip of wallpaper 1 inch wide and 7 inches long. Paste it across the top of the lantern for a handle. See illustration.

Make birds' nests from straw and use plastic, ceramic, or cardboard birds. Colored pictures of butterflies and moths as well as all kinds of Oriental figurines, straw mats, and bamboo furniture, likewise make good decorations.

If you want a really elaborate setting, you can transform a room into a Chinese garden, using Oriental rose and dynasty gold as your color scheme. Use ming trees, Chinese lanterns (hand-made or bought), parasols, and fans. Create a pagoda effect at either side of the entrance door.

Games

It's an Old Chinese Custom—There is a Chinese custom which permits one person to ask another very personal questions.

Each guest is given fifteen rice grains in an envelope with instructions to interrogate other guests during the evening using Oriental phraseology. The answers must be phrased in the same manner. If the person addressed fails to answer, he must give up a grain of rice. If either questioner or questioned smiles during the exchange of pleasantries, he must forfeit two grains of rice. Before refreshments, reward the player holding the most grains.

Samples—*Question:* "How many years of precious time has your most honorable self been upon this mundane journey?" (i.e. "How old are you?")

Answer—"This honorable self has been upon this mundane journey as long as it takes this worldly sphere to make a continuous revolution around that golden orbit which lights our daily pathway five times five." (i.e. "I'm 25").

The China Sea—Make a large drawing of the China Sea and mount it on the wall. Cut small cardboard sampans (Chinese boats). Blindfold a player and give him a boat impaled on a thumbtack. Have him try to launch his sampan in the China Sea. Successful sailors win prizes.

"Who's in the Pagoda?"—This identification teaser is conducted as a pencil-and-paper quiz.

1. If this Missourian had been a Chinaman, he probably would have said, "Everyone talks about a typhoon, but no one does anything about it." (Mark Twain)

2. Upon finding a long-lost missionary, he is quoted as saying, "Dr. Livingstone, I presume?" (Henry Morton Stanley)

3. Whose moral maxims from Chinese literature are still quoted today? (Confucius)

4. In the nursery rhyme, who might have fallen from the Great Wall of China? (Humpty Dumpty)

5. What Italian traveler wrote the earliest authentic account of China? (Marco Polo)

Great Wall of China—Stand a board (the wall) upright between chairs in the center of the room. Place small bowls on the floor on each side of the board. Players stand on one side of the board and drop grains of rice toward the bowls on the opposite

side. The player who has the most grains of rice in his bowl after the game is finished is the winner. Several players compete at the same time.

Confucius Says—Confucius was the wise man and prophet of ancient China. Excerpts of his moral code are reprinted in today's newspapers and magazines. Pass out pencils and paper with a single word written on each sheet. The player who writes the best "Confucious says" (by popular vote) wins a "made in China" item of bric-a-brac from the dime store.

Sample: "Man lives long only when he is tall, and well only when he is healthy."

Chinese Relay—Divide players into two groups. Roll up about two dozen newspapers and lay them about 18 inches apart in two rows. Contestants must hop backwards over the papers to the goal, and return. When the first contestant on each side returns, he touches off the next player. The side which finishes first wins the relay.

Refreshments

Serve Chinese jade salad with Christmas tree sandwiches, fortune cookies, and hot tea.

Place Cards—To make coolie hat place cards, use directions given earlier, but use a 7-inch circle of yellow paper. Print guest's name across the front.

For fan place cards for the girls cut circles from flowered paper. Glue lace around edge and paste on ice cream sticks for handles. Print names on handles.

Use a fish bowl filled with an Oriental floral arrangement for the centerpiece.

Devotions

Subject: "Love"
Text: John 3:16
Sing "More Love to Thee," and conclude with a prayer.

★Winter Carnival

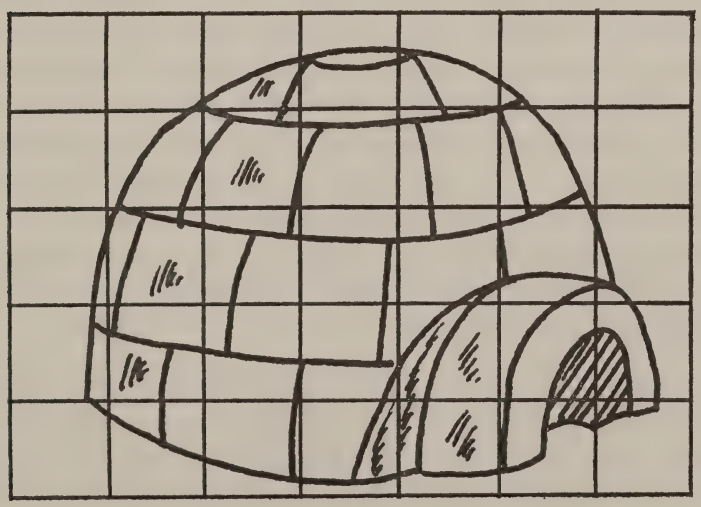
A winter carnival presents an appropriate theme for any December party. The cold appointments against the warm, friendly atmosphere of your home gives this party a pleasant contrast.

INVITATIONS

Cut and decorate invitation folder to resemble an igloo. Make a pattern using ½-inch squares. On the inside sheet write this message:

Jack Frost is sending
This message to say:
Come to our igloo
At 8 next Friday.

Give your name and address.



Decorations

Give the party room a real carnival setting with a Jack Frost window, strings of colored snowflakes, frosted light bulbs, white balloons, and artificial snow and icicles.

The window can be made in a variety of ways. If yours is a large picture window facing the street, by all means use it. The design should not be too elaborate. After it is finished, draw the draperies, or otherwise cover with an opaque cloth. Place a light bulb behind the window to outline the design as a frosted silhouette and so that it can be seen by the guests as they arrive.

If this is a Christmas party, choose a design symbolic of the season, but if it is early in December, then any snow scene is suitable.

Bon Ami, Epsom salts, and beaten Lux flakes are three frostings you will find suitable for the design. Cover entire glass surface with a thick coating and let dry completely. Then use your finger to draw the design by removing the coating from the pane.

Snowflakes are easy to cut from paper and the patterns are as interesting as they are varied. Use a pattern which has six equal sides. Fold pattern through center, then fold each side under, leaving a triangle on top. The point will be the center of the finished snowflake, so when cutting the paper, leave some portion of the point attached. Draw one section of the flake on this triangle and cut. Unfold and you have a snowflake.

Cut these flakes from large patterns and use as many different colors of paper as you have available. String them, decorate the walls with them; in fact, use them everywhere.

White balloons banking the ceiling of the room, or hanging pendant-fashion from long strings emphasize the carnival mood, and give the illusion of snow.

Costumes—If you haven't had a costume party this year, do it now. Ask each guest to come in the guise of a carnival employee, such as the barker for the sideshow, the fat lady, the chef at the hamburger concession, or the wild animal trainer.

Winter Wardrobe—This game can be written or oral. The object of the game is to identify the clothes in one's closet from a list of clues which the hostess reads aloud.

1. The home of an old woman in a nursery rhyme (shoe)
2. A dog reminds you of this when he is hot. (pants)
3. Horse race in Kentucky. (Derby)
4. Someone's always willing to give you one right off his back. (shirt)
5. What a man gets the most of for Christmas which he hangs on a rack and forgets. (tie)

How's the Weather Outside?—Two players work together on this trick game; however, the remaining guests must not know this. To make it appear less of a stunt, asks for two volunteers. Casually selects the two with whom you have made the arrangements.

One player is sent from the room while the second player conducts the stunt. Explain that the players will decide on the weather outside—whether it is raining, snowing, sunny, etc. Then the first player returns to the room. All are asked to concentrate very hard on the "weather," and the mind reader tries to guess their thoughts.

The second player questions the mind reader with such queries as, "Is it snowing?" or "Is it hot?" or "Is it thundering?" or "Is it sleeting?"

The mind reader says it is sleeting, which is the weather previously decided on by the crowd. The clue for the mind reader was the word "thunder" in the preceding question. The signal word arranged for between the two confederates pertains to rain, and the question following one using such a word is the correct answer to the weather outside. Rain words might include lightning, thunder, clouds, downpour, drizzle, sprinkle, etc. By having several clue words, the audience doesn't guess the trick so quickly when the game is played several times.

A Winter Night's Tale—Pass out pencils and paper. Each person is asked to write the name of a girl (one present) at the top of the sheet, then to fold the name under so the next player cannot read it. Papers are passed to the right. This time each person writes the word, "met," followed by the name of a boy present. Again the paper is folded and passed to the right. This plan is followed each time something new is added to the tale. In order, the guests are asked to write answers to these questions:

1. Where? 2. Time of night. 3. Why did they meet? 4. What did the girl say? 5. What did the boy reply? 6. What strange thing did the girl do? 7. What stranger thing did the boy do? 8. What surprising incident happened next? 9. How did this affect the couple? 10. What did the girl's father say when the couple got to the girl's house?

The last person to fill in the story reads aloud the paper he holds. You can expect amusing and clever stories.

Shoveling Snow—Divide players into two teams for this relay. Arrange two spoons, four bowls, and a supply of ice cream salt on a table at one side of the room. In two of the bowls divide the salt equally. The salt should be the very coarse kind so that the grains are distinct.

Players line up on the opposite sides of the room, and at the starting signal, the first player from each team rushes to the table, and using the spoon *handle* scoops up *one* grain of salt and places it in the empty bowl. When he returns to his group, the second player goes through the same routine, and so on until one team finishes. In shoveling the snow, the salt can be touched only with the spoon handle. If it drops from the handle before being placed in the bowl, it counts a five-point penalty for the team. The team which finishes first must also have the lowest penalty score to be the winner.

Sign my Guest Book—This game is similar to autographs, except that the blindfolded guest must sign his name with his left hand if he is right-handed and vice versa.

Thumbtack a large sheet of white paper at a convenient height for the players. The first player steps up to the paper where he

is blindfolded, given a pencil, and asked to sign the guest book.

Hang the Snowman—Give players pencils and paper.

Instruct the player to draw a large square on his paper. Just beneath the square, he writes any five-letter word of his choice. Beneath the word he writes five dashes, thus _ _ _ _ _, each dash to represent a letter in his chosen word.

Prepare twenty-six pieces of lightweight cardboard and print the letters of the alphabet on them. Place these squares in a box and mix well. Then without looking, the hostess takes one letter at a time from the box and reads it aloud.

If the letter is one in the player's word, he writes it on the proper dash. If he can't use the letter, he begins to hang the snowman. For the first letter he can't use, he draws the rope, then proceeds in this order: the head, the upper part of the body, lower part of the body, left foot, right foot, left arm, right arm, top button, second button, then bottom button and the snowman is hanged.

The first player who is able to complete his word before he hangs the snowman is the winner. The game can be repeated if the first game is finished quickly. Check the player's completed word with the letters taken from the box.

Refreshments

Serve snowflakes, molded fruit salad with saltines, and hot tea. The snowflakes are white cookies made in a metal cooky press.

Centerpiece—Make a winter scene using ice cream salt for snow, a mirror for water, paper cutouts of skiers, and any other props you may have which are suitable for the occasion.

Place Card—Cut Eskimo boys and girls from double thicknesses of paper and leave attached at the top to help them stand upright. Place small bits of cotton in place for fur on the Eskimo suits. Write guest's name across the front of the doll.

Devotions

Subject: "Living for Christ"

Text: Mark 10:17-31

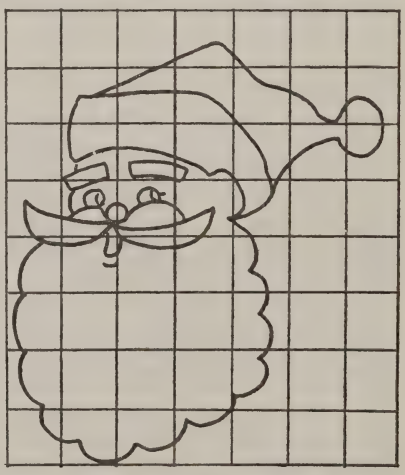
Close with a song and prayer.

★ Progressive Christmas Party

A progressive Christmas party with three hostesses co-operating provides opportunity to include many things that would not fit into a one-house party.

Invitations

Cut double invitations from red mat stock (lightweight cardboard) using a Santa's head for a pattern. For the pattern use ¾-inch squares. Trace the details of the head on the top sheet. Lightly coat the fur on his cap and his mustache and whiskers with paste, and cover with bits of quilting cotton. On the inside sheet, write this message:



Three parties in one!
Oh, how can that be?
That's why you are asked
To come and see:
Next Friday night
At the stroke of eight,
With Santa Claus
You have a date!

Place _____

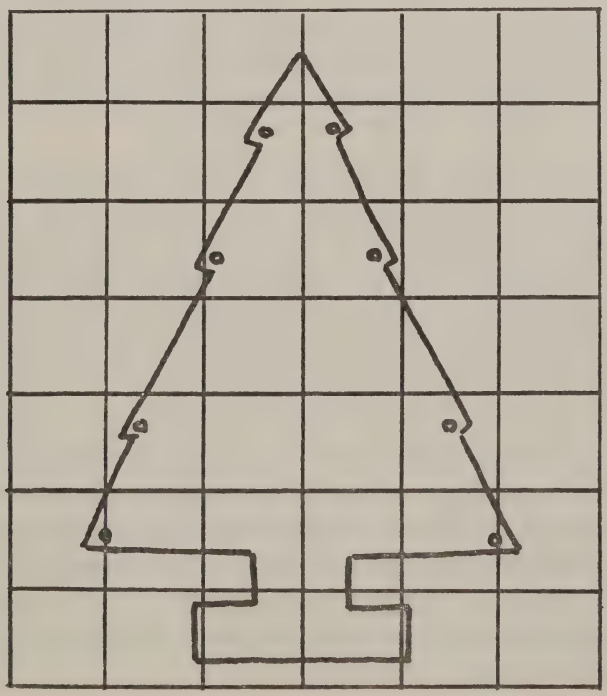
Decorations

If your pet idea is to string Christmas cards on colored ribbon and hang it above the fireplace; or to hang dust pans painted red and filled with bouquets of holly on each side of the living room door, by all means stay

with the decorations you like best. However, use enough decorations so that every room and corner will have a share in the Christmas planning.

Try an Epsom salts silhouette on the window. Mix enough water with the salts to make a paste, then spread generously over the entire glass surface. Allow to dry. Using a pattern, or your own artistic ability, sketch in the outline of a Christmas scene. Next, carefully remove the salts *within* the outline. An attractive window picture in silhouette, surrounded by "snow" will be the result.

At the first house where the guests gather, have the party room prepared for games. Partners are determined by matching toys from Santa's pack. Use two packs. Cut out cardboard toys, cut them in halves, and put one piece in each pack. The couple with matching pieces become partners.



Decorating the Christmas Tree—The players take turns decorating an imaginary Christmas tree in pantomime. As an object is placed on the tree, the remaining guests try to guess what it is. Each time a player makes a correct guess, he is given a small tree cut from green paper. The player having the most trees when the game ends, receives a giant-sized cooky Christmas tree which is bedecked with garlands of candied fruits.

Snowball Race—Make popcorn snowballs about the size of a baseball. Provide a player with two candy sucker sticks and two snowballs. The player holds a stick in each hand and the hostess balances the snowballs on the sticks. If the player can carry the snowballs across the room before they fall off the sticks, he becomes a winner and receives a small reward.

"'Twas the Night before Christmas"—Have one player start Clement Moore's famous poem by saying the first line. The second player gives the second line, etc. Any player who fails to repeat his line correctly is dropped from the game. The last player to remain is declared the winner. It is a good idea to have a copy of the poem on hand to settle arguments.

Star Hunt—Let a star show the guests the way to the second house of the progressive Christmas party. Tell the guests that an important star is hidden in the room and ask them to find it. The address written on the star will direct them where to go next. If possible, select hostesses who live only two or three blocks apart. While the guests are walking from one house to another, they may enjoy singing Christmas carols.

Upon arrival at the second house, the guests find a beautifully decorated tree laden with gifts. Opening gifts, which the second hostess had previously collected and labeled, provides the fun for this phase of the party. The gifts are inexpensive donations from all the guests. They are mixed after wrapping, and are labeled without any idea of what is inside. All gifts are opened at the same time, which means that everyone waits until all distributions are made.

The star on the top of the Christmas tree has the directions to the third destination.

Refreshments

At the third house, refreshments are served. Use a Santa, filled sled, and reindeer for a table centerpiece. One already made can be bought for a few cents at most variety stores. Or, one can be made at home by using heavy cardboard for the background and colored crepe paper and quilting cotton for covering the figures. Narrow red ribbon substitutes for the reins. Circle the centerpiece with six-inch peppermint candy sticks and connect with loops of the red ribbon.

Mark the places with miniature Christmas wreaths. Cut circles from cardboard and using the smallest leaves from real holly or old discarded Christmas decorations, fashion tiny wreaths. Tie narrow red ribbon into a bow at the top. Attach a slip of paper bearing the guest's name.

On the refreshment plate, serve a Christmas tree salad, snowman sandwiches, olives, pickle slices, potato chips, and small red and green popcorn balls. For a drink, have spiced tea or hot chocolate.

To make the salad, shred cabbage very fine. Crisp it in cold water for half an hour. Drain thoroughly. Mix as for cole slaw by your favorite recipe. Arrange on red plates—either waxed paper or china—in the shape of a tree. Cut thin quarter-circles from green and red peppers and arrange on the slaw tree as decorations. In the center of each quarter-circle, place half of a red cherry. At the top of the tree, place a very small cranberry jelly star.

The snowman sandwiches are cut from white bread, using a snowman silhouette pattern. Fill in hat, nose, mouth and buttons on coat with small pieces of pimiento. Let raisins substitute for eyes. Fill sandwiches with a well-seasoned meat filling.

★ Masks off at Midnight

Invitations

For New Year's Eve when the holiday spirit reaches its finale, cut the invitation folders from white paper and paste on black paper masks. Glue short lengths of string beneath the mask at each end. Inside, write this message:

> Next (Wednesday) night is the end of the year,
> That's why we're asking our friends to be here,
> To see '__ out and '__ in,
> What better way could a year begin?
> (Come masked)

Add the time and place.

Decorations

Your decorations from the Christmas season will be entirely appropriate. However, if you wish to give a pep-up treatment to those which are beginning to show wear, try peppermint-stick candles on the ends of the mantel or a table.

Use the lid and bottom of a large-sized powder box to make a pair of candle holders. Paint both sections of the box with green water color. Let dry. In the center of the lid, cut a hole large enough to fit a peppermint candy stick. Cut a handle for the holder from a strip of green paper of width and length to correspond with the size of the box. Paste ends together and glue the handle to one side of the box. Follow the same directions for making a holder from the bottom of the powder box.

Frost the tip of candy stick to look like candle drippings. Cut a candle flame from red cardboard and insert it in the frosting.

GAMES

Marking off the Hours—Make a cardboard clock by drawing a circle and printing the numbers in their proper places. Divide the clock's face like a pie, so that one number is on each section. Thumbtack the clock on the wall at a convenient height for the players.

Blindfold the players in turn, give each a corsage pin and stand him in position before the clock. If he sticks the pin inside that area designated for the number six, then six is his score. If he punches the clock outside the face or on a line, he is disqualified.

Old to New—Give players pencils and paper on which you have written the game:

OLD
_ _ _: queer
_ _ _: to total two numbers
_ _ _: to help
_ _ _: pot cover
_ _ _: guided
_ _ _: boy's nickname
NEW

The object of the game is to turn the OLD (year) into the NEW. Definitions are given to speed up the game. Only *one* letter can be changed each time a new word is filled in.

(OLD, oDd, Add, aId, Lid, lEd, Ned, NEW.)

"I Predict . . ."—This game can be either oral or written. Cut a large number of words from a magazine and paste on individual cards about one by two inches in size. Include lots of *a's, the's, and's,* and similar words used frequently. Place the cards in a box decorated with torn pages of calendars.

A player draws as many cards from the box as he has letters in his last name. Then he makes up his *prediction* from these

words. When it is his turn, he says, "I predict . . ." and continues with his prediction.

Suppose, for example, a boy named John Crane draws the cards "Onions," "Discovery," "The," "Of," and "Muscular." He might arrange these words to read, "I predict: the discovery of muscular onions."

Players are encouraged to make their predictions as comical as possible. Try to select words which will give them an opportunity to exercise their imaginations.

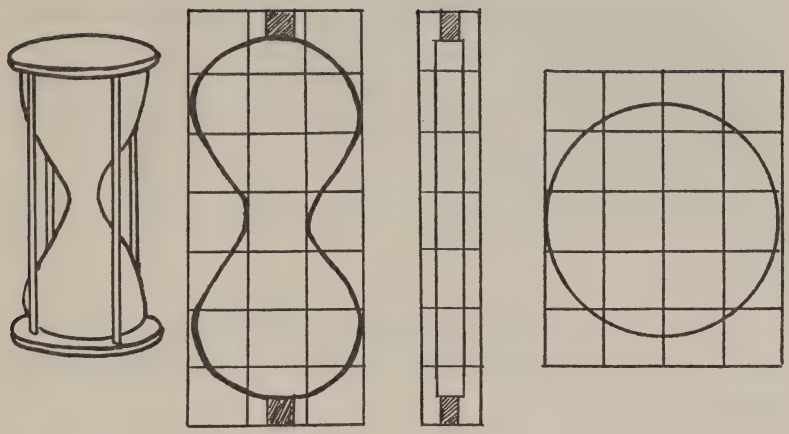
Dates to Remember—This written quiz concerns words containing the four letters d-a-t-e. Insert these four letters in the proper blanks to complete these words:

1. _ _ ugh _ _ r: a girl child (daughter)
2. _ eb _ _ _: to argue a point (debate)
3. _ ecor _ _ _: to ornament (decorate)
4. _ _ fe _ _: to win over a ball team (defeat)
5. _ _ lic _ _ e: physically frail (delicate)
6. _ _ p _ r _: to leave (depart)
7. _ _ _ _ ch: to separate (detach)
8. _ i _ l _ c _: language of a specific district (dialect)
9. _ o _ _ g _: childishness of old age (dotage)
10. _ on _ _ _: to contribute money (donate)

New Year Gifts—With some people it is the custom to give gifts on New Year's Day as they do at Christmas. Ask the players what they would do with the following gifts, selecting one of the suggested possibilities.

1. Galosh—(a) wear it, (b) read it, (c) eat it
2. Jaguar—(a) cage it, (b) ride it, (c) file it
3. Kilt—(a) ring it, (b) hide it, (c) wear it
4. Niblick—(a) sing it, (b) sail it, (c) play with it
5. Ocarina—(a) play it, (b) plant it, (c) light it
6. Anemone—(a) shoot it, (b) plant it, (c) hide it
7. Grotto—(a) read it, (b) explore it, (c) drive it
8. Atlas—(a) walk it, (b) give it to the zoo, (c) use it

(1. a; 2. a; 3. c; 4. c; 5. a; 6. b; 7. b; 8. c.)



Refreshments

Serve hot tea with steamed plum pudding. Just before serving, pour one-half teaspoon lemon extract over each serving. After everyone is seated, turn out the lights and strike a match to the extract. It gives a beautiful flame, as well as an extra festive touch to the occasion.

Cover the table with red and green strips of crepe paper. Thumbtack in place an icicle fringe of white crepe paper even with the edge of the table.

Party horns, to which you have attached name cards, serve as place cards and party favors.

Centerpiece—To make an hourglass centerpiece, cut two 8-inch circles from green cardboard. By using 2-inch squares in making your pattern, you will have the proper proportions in the finished hourglass. From very heavy cardboard cut four strips one inch wide and twelve inches long. If you do not have heavy cardboard, glue two or more thicknesses of lightweight cardboard together and dry beneath a weight. At both ends of each strip leave a center tab one-half inch wide and one-half inch high. At regular intervals on the cardboard circles cut four slits wide enough to admit the tabs. Now put the strips and circles together to make the hourglass frame.

Cut the glass as one piece from red cardboard. Make it twelve inches long and six inches wide at top and bottom, and two inches wide at the center. Leave tabs at top and bottom with which to anchor it to the frame, as you did the strips, cutting slits in the center of the circles.

After the tabs are placed through the slits, fold and secure with transparent gummed tape.

Devotions

If there is to be a Watch Night service at the church, conclude the party in ample time to go as a group to the worship service.

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